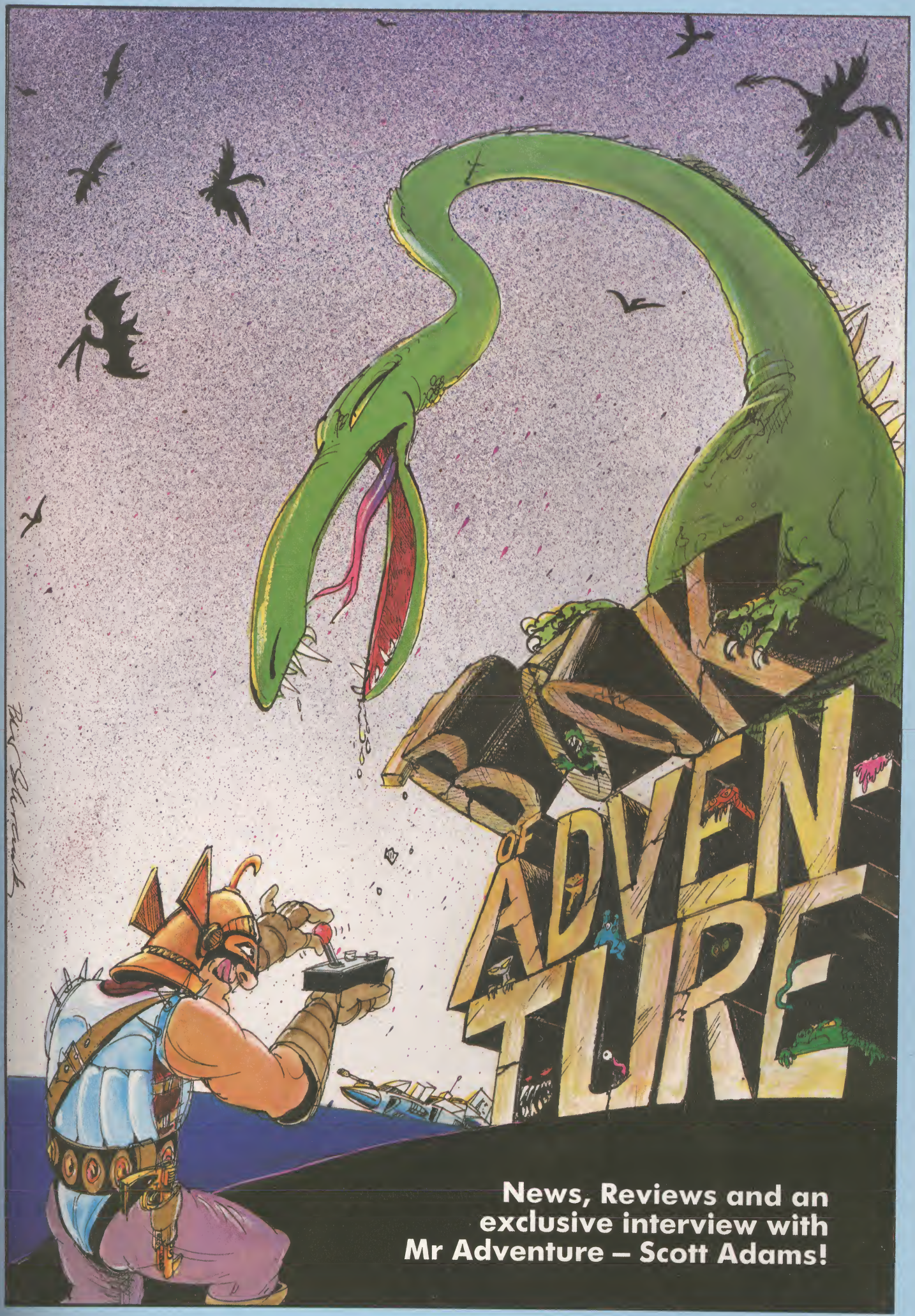

News, Reviews and an exclusive interview with Mr Adventure – Scott Adams!

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TAKE CREDIT

Welcome to the Computer & Video Games Adventure special. We've 28 pages dedicated to the subject and a whole host of news, reviews and features.

There's interviews with America's Scott Adams who wrote the famous Adventure International series and Melbourne House's Philip Mitchell who led the team which produced The Hobbit.

We've a competition for those with an active imagination and seven pages devoted to adventure reviews.

A special vote of thanks goes to our regular Adventure columnist Keith Campbell and his Helpline helper Simon Clarke who have helped plan and write much of this supplement. Between them they've solved more adventures than most of you have found packed lunches.

WHO DUNNIT?

Plotted by:
Keith Campbell and Simon Clarke

Planned by:
Terry Pratt, Tim Metcalfe and Eugene Lacey

Featured messages:
Clare Edgeley, Seamus St John, Robert Schifreen

Mapping and layout:
Linda Freeman and Lynda Skerry

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We've mapped out 19 locations, suggested 12 objects and left you with the task of filling in the plot. There's a prize of an Intellivision Games centre with two Dungeons and Dragons cartridges for the lucky winners.

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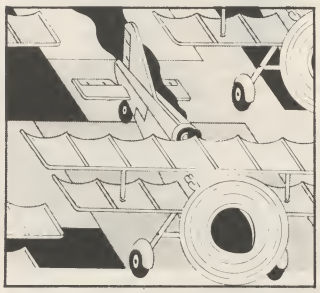
We tracked down a whole host of new adventures which will be with us in the new year. Including exclusive news for Spectrum and BBC owners that Scott Adams' series is being converted to their machines.

Reviews Introduction 18
There's many a crock of gold in our reviews section and we give you a rundown on our marking system and how to spot the top games.

Scott Adams Reviews 19
Four of the best from Scott's series. We review the new graphic Saga Adventureland, The Count and Savage Island.



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Or four ways to get lost in space in the various futures planned by sci-fi adventure authors.

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Fantasy Adventures 23
Into the fantasy world with adventures like, Leopard Lord and Golden Apple.

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Our regular rescue mission for the lost and lonely adventurers.

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The first adventures were played on mainframe machines which took up whole walls. Keith Campbell traces the past lives of adventure and wonders where it's all taking us.

Plots and Themes 12
Any adventure is only as good as the storyline behind it. If that's wrong, no amount of clever programming will make it right. Keith Campbell shows you how to decide on a top plot.

Writing Adventures 13
When the plot is complete, it only remains to fill in the code. Simon Clarke explains how to write an adventure.

Mapping 16
When you begin an adventure it's all too easy to go around in circles. Simon Clarke takes a professional look at solving adventures by mapping out the locations.

Inglish 17
The Hobbit broke new ground in adventures, allowing complex phrases rather than the usual stilted two word commands. The secret is a special adventure, language called Inglish. Eugene Lacey talks to Philip Mitchell in Australia — the man behind the Hobbit.

Fantasy gaming 25
The spirit of adventure has been used in other games ideas which allow the escapist in us to travel imaginary worlds, cheat death and find fortune. Terry Pratt examines some of them.

Video Games Adventures 27
We look at Adventuring on home video games systems. You can delve into dungeons and fight fire breathing dragons.

COMING NEXT MONTH!

Next month in your reader friendly magazine — The Book of Games! Yes, we're bring your 52 fun packed pages of games listings for all the top micros — including the Spectrum, BBC, Vic, Atari, Dragon, Oric, Texas.

To solve an adventure, there are more ways than one. If you can't do it the Adventurer's way, then try the computerist's way!

Dear Sir,
Re the question of how to get through *Pimania's* green door without losing objects — CHEAT, that's how! Break into the program and type — LET gate = 7: CONTINUE

You may have to press ENTER to the next prompt, but then you will be in the Cavern of Ivory — objects intact! Try fiddling about with the variable "gate" — you can get anywhere, though sometimes the program gives an error. *Brendan Pollitt, Leswalt, Stranraer*

Keith's reply: We like it, Brendan! I take it this is for Spectrum only, as the BBC doesn't have a CONTINUE?

Some time ago readers were asked how often they saved their games. Here's a tip from New Zealand for all Adventurers —

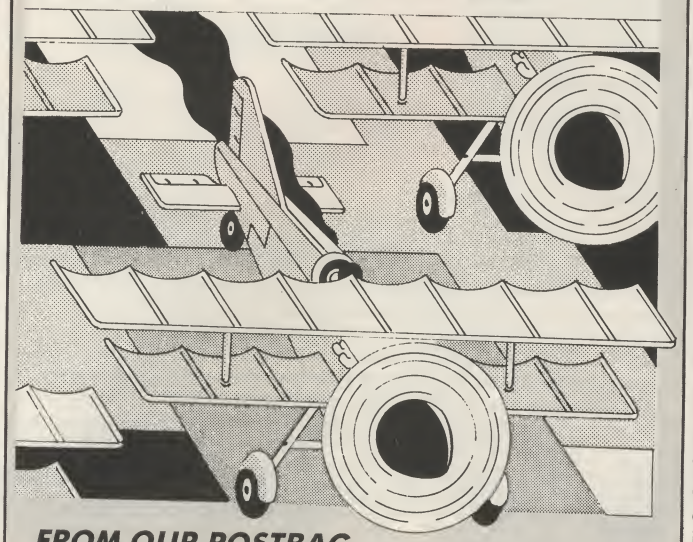
Dear Mr Campbell,
We have become avid readers of *C&VG* since we bought a BBC four months ago. Your column has always been eagerly read hoping for clues in *Philosopher's Quest,* and although it hasn't rated many mentions I'm delighted to say we're nearly there! With two teenage boys shouting suggestions we finally attained 236 points! Unfortunately the last 14 points are eluding us at the moment.

You asked how often we saved a game at the crucial moment. We found that until we DID start saving games at various points we only managed to get about half way — fatigue, carelessness or having to get a meal always hindered us. It took nine saved games to reach our grand total so to any other Adventurers I would say "save, save, save!". *Judy Sparks, Tauranga, New Zealand.*

Keith's reply: Thanks for writing Judy — I'm somewhat awed by the fact my words are being read all over the world! Hope this next letter may help — but I doubt it!

Of course, we occasionally get letters from the demented.

•HELPLINE•



FROM OUR POSTBAG

Many of the letters Simon and Keith receive are read with great interest and amusement. Usually they can only be mentioned briefly in passing. However here, with more space to spare, is a selection to help, amuse and entertain! We give no guarantee whatsoever that using some of these tips will improve your Adventure performance!

HELPFUL HINTS & CRYPTIC CLUES

SANDS OF EGYPT
To light your way magnify a torch beam. You'll have to dig around south of a cliff and north of a start.

RAIDERS OF THE LOST ARK
Go to map room, walk down the yellow line. Don't hang around or you'll be robbed in the black room — head for the bottom RH side of the screen and keep right on.

ZODIAC
Bank on a wire solution reached by ladder. The DIY book is a hint and helps with a key feature in releasing the prisoner.

WIZARD & PRINCESS
There's a bit of Hocus Pocus in crossing the chasm — merge two notes together for the clue. One is found in the hole. To leave an island drink parrot's brew.

Dear Data-twiddler,
Methinks that this may be useful for Spectrum owners (no comment for fear of starting a war) with Artic's *Adventure A.*

This is how to communicate with the computer behind the wind tunnel. Type 'TYPE HELP" and press ENTER. Good, ain't it!

Wait for it! How to get the coin in the lake. Wear boots. Go lake. You will automatically emerge with the coin. Tony said that the computer and coin were red herrings. Tony is falling down! (I am a novice adventurer).

On to the BEEB and *Philosopher's Quest.* Type the following —

VDU 2: FOR X = TO 300: PROCM(X): NEXT

If it screams 'no such variable' then type 'CTRL-C' then 'P.X'. If it says "301" then you've finished, otherwise let us assume that c=X+1, then type —
FOR X=c TO 300: PROCM(X): NEXT
and press instead of return, CTRL-B, then CTRL-M.

Cheers. Yes I am a Pimaniac, is this a clue? *John Yeates, Le Boorg, St. Clement, Jersey.*

Keith's reply: Were you the original artist's model for *Asylum John?*

And here's a discovery to speed up play —

Dear Sir,
While playing *Espionage Island* on my 16k ZX81 I discovered a "new feature" of the game — if you input several commands separated by spaces. e.g. W E N (about 6 spaces should do) the computer will input all of them and respond to each after hitting "new line". Although this gives a maximum of about five single letter commands it is an extremely useful feature. *Justin Musson, Hitchin, Herts.*

Keith's Reply: Thanks for the tip Justin — amazing what you can do if you experiment, isn't it?

Adventure has followers everywhere, not only in the UK and USA, as this letter testifies —

Dear Mr Campbell,
Having a spare moment and an aerogramme I thought I would write in response to your July article. As I get my issue by surface mail I am some months behind.

I have a TRS-80 with discs, and an Apple with discs.

I wrote down the names of all the Adventures I have, recently, and was mortified to see how few I have ended. I finished *Mission Impossible* and *Strange Odyssey* almost straight off, *Adventureland* and *Pirate* at great length, and am well into *Voodoo Castle, The Count, Mystery Fun House,* and *Pyramid of Doom.*

I have three Jyym Pearson adventures, *Escape from Traam, Earthquake,* and the *Curse of Crowley Manor.* I don't like them all that much, and the hint sheet for *Traam* is USELESS!

I am confronted by a huge black man in a slave's uniform who says, "If you're really from the third planet — who am I?" The clue sheet says BE PERSISTENT WITH FRIENDS. Maybe it will come to me, but some of the clues for parts already solved are useless, so maybe this is too. *Edward McArdle, Ivanhoe, Victoria, Australia*

Keith's reply: Thanks for your long letter (not all printed here) from down-under, Edward. Can anyone help with Traam?

Our readers play a big part in making *C&VG*'s adventure pages — they help us to help you by sending in tips and hints to Keith's Helpline — and often get him out of a few tight corners in a sticky Adventure! Here we take a dip into Keith's Helpline files.

Between the issues Keith Campbell and Simon Clarke are both busy typing replies to the many letters they get. So many pour in, that without Simon's help Keith would be buried under a pile of loose paper, in danger of slipping down a hidden grating!

Even so, forgive them if a reply to your letter is late. They try to keep things under control, but every now and again one escapes! So to speed things up, they soon will be using attractive postcards, complete with the Adventure and *C&VG* logos, for the shorter replies.

Now, on with the show! One of our *Helpline* answers comes straight from the horses mouth.

W. J. Bailey was suffering from *Zodiac* way back in September, you may remember, and the help received from Geoff Phillips has got to be the best around — he wrote the game!

Geoff and I have been corresponding since before he wrote *Zodiac*, and it's nice to see that he is not only still reading *C&VG*, but has got time to help readers out as well!

Thanks also to other readers who helped with this one, notably a detailed solution from Richard Mallory, and other tips from G. Whaley, both of whom had to find out the hard way! Or did they? Which is harder, to write an Adventure or solve it?!

G. Whaley begs at the same time, for help with the tapestry in the *Oric Castle adventure*. He seems unable to do with it in the 48k version what he found possible in the 16k game. Anyone had similar problems?

Raiders of the Lost Ark clues for Johnston Barlow. Robert Moss gave us one way to reach the Black Market, and Iain Alexander from Bracknell suggested two! Read the clues, Johnston, you must be able to get there now!

There is a rumour circulating in Ireland that I have a complete solution to *Espionage Island!* Michael Carroll, writing from Wexford, suggests that I might pass it on to him! Have I got such information? Only the reader who sent it in will ever know!

Paul Coppins, thankful for receiving help in the past, has repaid his debt to society! He sent sealed envelopes to be forwarded to the Clipshams and the Millars, both of whom featured in a recent plea. Thanks a lot Paul, your letters have been sent on!

I don't know the contents of the envelopes, but one was marked 'The Sands of Egypt hold many secrets', and the other, 'Join the notes, the key to see'.

If you're thinking of writing for help — beware! David Anthony wrote on behalf of a group of boys stranded at Lord Wandsworth boarding school in Long Sutton.

It's a matter of pride with them, that once started, an Adventure has to be finished before they set out on another.

The one in question, *Planet of Death,* was boring them to death. Can't say I blame you, lads!

'If you can't help we'll have to do something really interesting like reading a roll of wallpaper,' wrote David. I did help — and fed a length of wallpaper through my printer to take the reply! Two birds with one stone!

My Editor (bow, scrape) was not visibly amused when he heard. 'Tut tut, Keith, what will the readership think we're playing at?' So please, readers, don't tempt me!

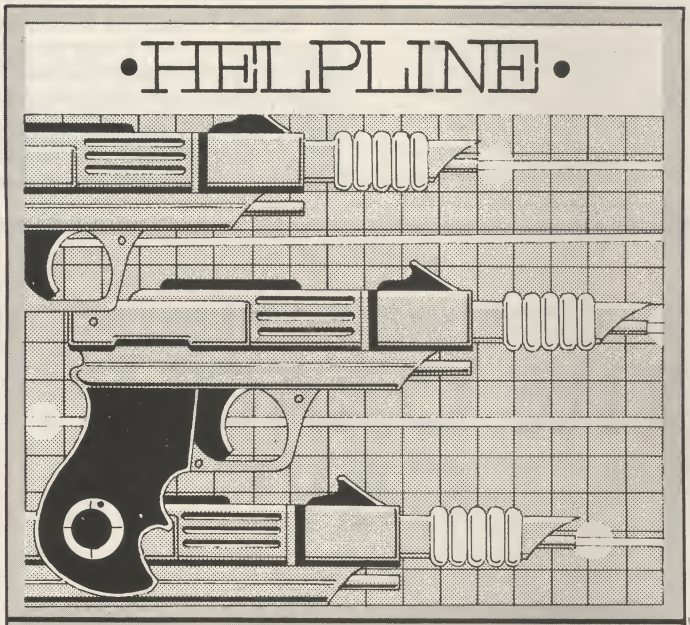
Escape From Traam is a game that I can't seem to get hold of for my TRS-80. However, following Stephen Banner's request for a difficult clue, I am beginning to feel I know the game very well!

From Mike and Sue Moseley of Macclesfield:

'The Frond is quite nice,
But dig my advice,
And your cup may spill over right now.
So here's a good lead,
But make haste indeed,
Don't altar your course anyhow'

Mike and Sue are themselves desperate to know how to open the Old Safe.

Problems, tips, and adventure chit-chat are always welcomed at Keith Campbell's Adventure Helpline, *Computer & Video Games,* Durrant House, 8 Herbal Hill, London EC1R 5JB. Simon and I are both here to try and help each other! Please write to us — but not all at the same time!



HELPLINE INPUT

Help required in this section — can any obliging reader come clean about the following?

***Velnor's lair,* for Andrew Kennedy of North Harrow. He has reached the waterfall after killing Medusa and can get no further. And for Craig Lee of Bournemouth, who can't cross the crocodile infested river.**

***Knight's Quest* for John Powell of Worksop. Having negotiated quite a chunk of the game he is now totally stuck in a dark tunnel without a light.**

***Shamus Case II* for R. T. Britwell of Billericay. Stuck in Room 21. What a place to get stuck! Help him somebody, please!**

***Ulysses and the Golden Fleece* for Alison Matulko of Lymm, Cheshire. She is struggling to open the jewel encrusted box. This sounds familiar! If it is similar to a certain jewel-encrusted egg, then you may never open it!**

HELPLINE INDEX REGISTER

Here are some recent achievements by *C&VG* Adventurers. If you think you have a high score or record performance in an Adventure, then write to *Helpline*, and tell us!

M. Broszko of Bolton has reached 957 *Karma* points, beating our previous high-score of 887 totted up by Duncan Wood. Is this a record?

Ian Parker of Gentleshaw near Rugeley thinks he might have topped the poll with 4000 *Inca Curse* points the first time he played it! I wonder if he corrected the spelling on his way through? *Inca Curse* has the most dreadful spelling in any Adventure I have ever seen.

Perhaps I am a little lacking with *Hobbit* clues. I admit it is a game I have played but not completed. Perhaps this shows. I met Arthur Milgrom of Melbourne House recently, and detected a slightly Hobbit-hurt feeling emanating from him. He could tell!

Hobbit clues are very difficult to give, as the game changes subtly every time. Those who have gone the full course and have quoted the congratulatory final message, are Mark Crisell of Great Totham, Stuart Steen of Rayleigh, and Andrew Kennedy of North Harrow.

None have yet scored 100%, but all have their own theory about going back out there and. . . !

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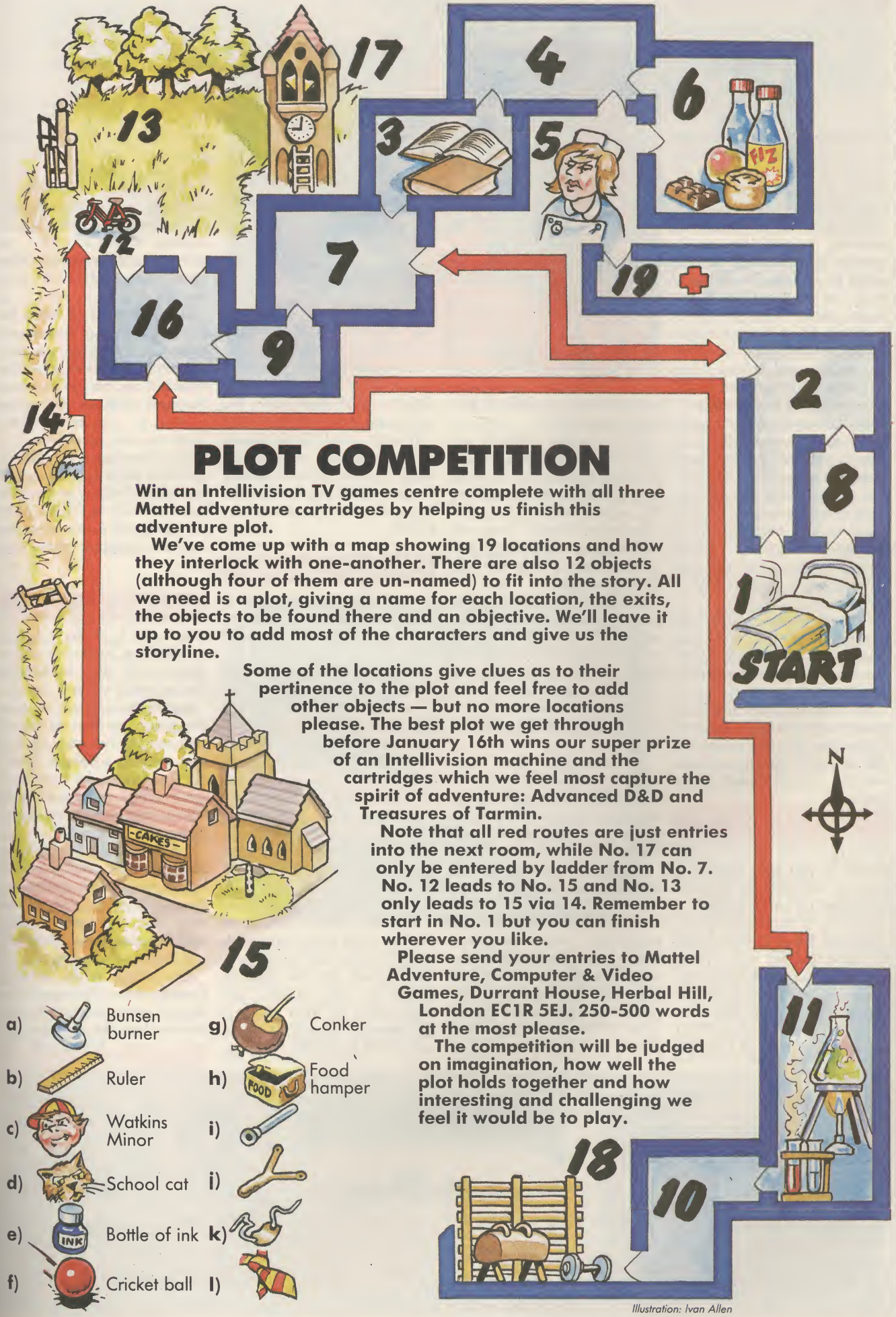


PLOT COMPETITION

Win an Intellivision TV games centre complete with all three Mattel adventure cartridges by helping us finish this adventure plot.

We've come up with a map showing 19 locations and how they interlock with one-another. There are also 12 objects (although four of them are un-named) to fit into the story. All we need is a plot, giving a name for each location, the exits, the objects to be found there and an objective. We'll leave it up to you to add most of the characters and give us the storyline.

Some of the locations give clues as to their pertinence to the plot and feel free to add other objects — but no more locations please. The best plot we get through before January 16th wins our super prize of an Intellivision machine and the cartridges which we feel most capture the spirit of adventure: Advanced D&D and Treasures of Tarmin.

Note that all red routes are just entries into the next room, while No. 17 can only be entered by ladder from No. 7. No. 12 leads to No. 15 and No. 13 only leads to 15 via 14. Remember to start in No. 1 but you can finish wherever you like.

Please send your entries to Mattel Adventure, Computer & Video Games, Durrant House, Herbal Hill, London EC1R 5EJ. 250-500 words at the most please.

The competition will be judged on imagination, how well the plot holds together and how interesting and challenging we feel it would be to play.

a) Bunsen burner
b) Ruler
c) Watkins Minor
d) School cat
e) Bottle of ink
f) Cricket ball
g) Conker
h) Food hamper
i)
j)
k)
l)

Illustration: Ivan Allen

THE ISLAND

Red Herrings are definitely out of water in this adventure — you'll encounter them all over the place!

You play the part of the only survivor of a plane crash — fortunately the plane managed to crash-land on a tiny island situated in a vast expanse of ocean, so at least you were saved from a watery death.

Finding a way off the island presents a problem as it appears quite deserted so you set off to explore. The island is small but still manages to include about 140 different locations. All of these must be visited before you can solve the mystery and escape from this deserted prison and make your way back to civilisation.

On the island are four mazes which must be negotiated and in each one you'll find treasure, clues and objects, all of which may be of help. However, there is only one way off the island so take care not to be led astray as many of the "helpful" clues and objects are nothing more than red herrings!

The adventure is also set against time and the top adventurer will want to make good his escape in the fastest possible time.

The Island is available from Manchester-based Crystal Computing for the Spectrum 48k at £6.50 and can be used with the Currah Speech Synthesiser.

O LEVEL CAPER

Anarchy is rife in 'O' Level Caper as you fight against a band of evil teachers in order to prevent an exam disaster.

The aim of this bizarre game is to track down some original 'O' Level papers which have been substituted with fake ones by some wicked teachers, in collusion with a professor at Oxford University. Should you fail you'll find yourself sitting an exam which is so difficult that everyone will fail!

This is another Phoenix action/adventure game, where you must first play an arcade-type game to win through to the adventure proper. On completion of each level you will be given code words and various clues which will help solve the caper.

In order to discover the loading code for the adventure cassette you need to complete at least four of the eight skill levels on the action cassette. However, some dummy clues are slipped in and you have to decide which are the red herrings.

In the action game you wage a constant battle against the terrible tutors until you've managed to complete enough skill levels to arm yourself with the code to start the adventure.

Using the necessary clues in the adventure, you make your way to Oxford and fight your way into the University past bands of corrupt teachers. Once you've tracked down the original papers and swapped them with the fake ones you can sit the exam with a sigh of relief in the knowledge that you and several thousand others are at least doing the right paper.

The 'O' Level Caper comes as two cassettes and is available from Middlesex-based Phoenix Software for the Vic 20 with 8K expansion at £9.99.

•NEWS•

MOUNTAINS OF KET

A venomous furry creature is stuck fast to your neck throughout the Assassin Bug adventure.

Edgar is the unlikely name of the bug and his presence on your neck is the Lords of Ket's insurance policy, designed to stop you escaping while you undertake the deadly quest they have set you.

Framed for murder and awaiting a grisly death, these Lords give you one last chance to escape your fate. You must find the Temple of Vran and kill its evil priests, who send their murderous acolytes to raid Ket.

You start off in a village at the foot of the Mountain of Ket. In your purse are some gold coins which can be used to barter for the supplies you might need on your journey. On entering the gaping blackness of the mountain, the huge doors swing shut behind you with a crash! The only way out being through the maze of tunnels winding up, down and through the heart of the mountain.

In your travels, treasure can be found glinting in the darkness — but don't leave it lying around as there are rats lurking who'll whip it and hide it again.

With about 70 different locations inside the mountain you'll meet both friends and enemies to help or hinder you — watch out for the gambling ogre who is out to win your supplies.

The Mountains of Ket is the first of a trilogy of text adventures. On completion of each adventure a code word will be revealed and the first person to complete all three will receive a prize by sending all three code words to Incentive.

The Mountains of Ket is available from Reading-based Incentive Software for the Spectrum 48k at £5.50, while the remaining two adventures will be released early next year.

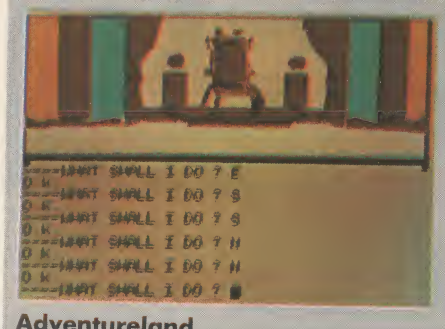
MIDWINTER

The earth is in the grips of another Ice Age and you've got only 12 days to find the device which will melt the ice.

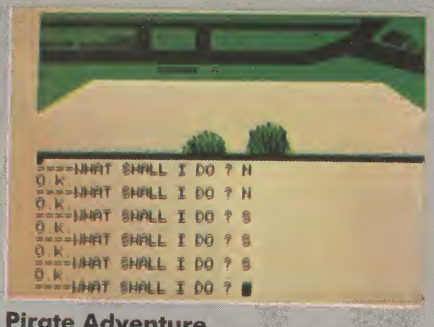
Before the second Ice Age, the polar ice-cap started to melt causing the oceans to rise and creating extensive flooding. To reverse this process, a group of prominent scientists built a machine to bring everything back to normal.

But the process went too far, plunging the earth into a frozen wasteland where nothing will grow. What was once lush and verdant withered, the population dwindled and the people lost hope.

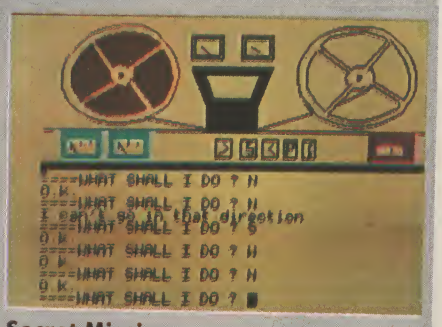
One day while looking through your attic you come across some documents explaining how the earth got into such a mess. Armed with this



Adventureland



Pirate Adventure



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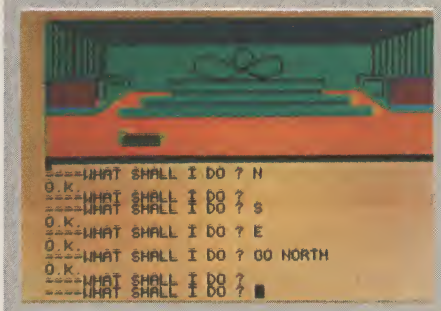

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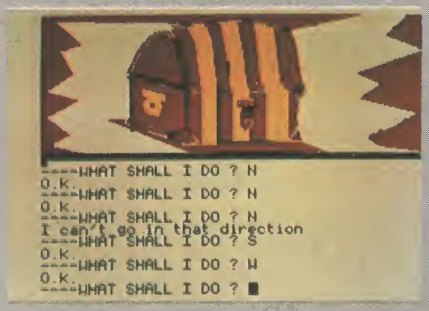

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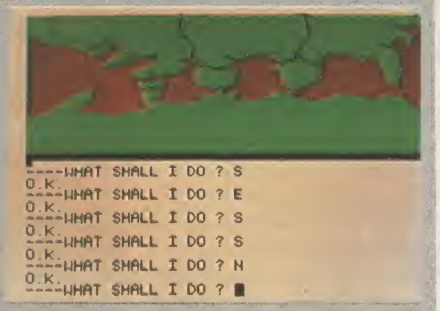

Adventureland

valuable information, you set out to find the machine and reverse the process to restore the earth to a semblance of normality.

You've only 12 days in which to save the earth and the adventure leads you to many strange places and encounters before it's solved.

Midwinter is one of three new titles to be added to Digital Fantasia's extensive series of Mysterious Adventures and is available for the BBC as a text adventure and the Spectrum which is a graphical version for £9.95.

The other two adventures are Wax Works and After The Fire. In the former you have to find your way out of a wax works factory in which all the exhibits become alive. Fight your way past Jaws IV the shark, tackle the manic mountaineer and try to out-smart Robin Hood.

After The Fire is a real horror story. You have survived a nuclear holocaust and realising you're the only person who hasn't fallen victim to radiation sickness and fall-out in your area, you set off on a gruesome journey to find and join the few remaining survivors of the holocaust.

Wax Works and After The Fire are also available from Digital Fantasia for the BBC and Spectrum at £9.95 and can be played with the Currah Speech Synthesiser.

SCOTT'S GAMES

Santa's bringing a great Christmas present over from the States for all you adventure freaks.

Calisto Computing, the UK agents for Adventure International have recently obtained the rights to produce Scott Adams adventure games for the BBC, Electron and Spectrum. This is in addition to the Atari 400/800 and TRS-80 which they already cover.

The production and conversion of these popular games are already in hand with four of the 12 titles scheduled to be released before Christmas. The remaining eight are due to appear in the New Year.

The first titles to be released are Adventureland, Pirate Adventure, Secret Mission and Voodoo Castle. The Spectrum will carry the first two games and all four will be available for the BBC and Electron.

In the New Year the remaining games will be released for all three micros and the full set includes: The Count, Strange Odyssey, Mystery Funhouse, Pyramid of Doom, Ghost Town, Savage Island Parts I & II and Golden Voyage.

All the BBC and Electron adventures will be text-only versions retailing for £7.95 but the Spectrum games are graphical and priced at £9.95.

And finally, Calisto are already looking into the future with the aim of extending their range still further. During the next few months they will be looking seriously at the new Elan microcomputer, Dragon and possibly the Oric to increase the range of machines Adam's Adventure series is available on.

•NEWS•

FISHY BUSINESS

Dan Diamond has returned again in his attempt to complete the mystery begun by a cryptic note.

Having received a note to the effect of "Come, you're our only hope" in Franklin's Tomb, Dan, the futuristic detective, sets out on his strange quest to find the authors of the note and to help them in their dilemma.

Following a series of clues, his weird journey takes him into Lost in Space, the second part of the trilogy where he finds himself in a derelict space craft hovering somewhere in the depths of the galaxy. He must find his way round the ship and land it safely on a particular planet!

At last, in the third adventure in the series, Fishy Business, Dan has miraculously found the very planet he had to land on.

Descending from the space craft to survey the lie of the land he finds, to his horror, that he's set down on a small sandy outcrop surrounded by water. Taking a deep breath and holding his nose he dives in to search the murky waters in the last part of his quest.

Fishy Business is an underwater adventure set in a sea kingdom, populated by Mermaids and Mermen. There are many articles which Dan should collect to help him in his mission, but beware — some could be little more than red herrings!

Travelling through caverns and grottos in his search for clues, Dan has many strange encounters. He may come across a lift-room which will transport him into the depths.

Fishy Business is a text adventure and can be played individually or as one of a series with Franklin's Tomb and Lost in Space. All three adventures are available from Salamander Software of Sussex at £9.95. At present Fishy Business is available only for the Dragon but by mid-February should also be available for the BBC and Oric.

PUFFINS

Read the book, play the game and immerse yourself in a gripping adventure.

Puffin Books have entered the software market with four new adventures, each accompanied by a book to help the happy adventurer to the conclusion of the plot.

Escape from Arkaron, Besieged! and Into the Empire comprise a space trilogy with the accompanying books outlining the story of the adventure.

In the Warlock of Firetop Mountain, you brave the dark secrets of the mountain to find the Warlock's treasure using the book to pick up clues and map your journey.

The trilogy is available from leading retail outlets for the 16/48k Spectrum at £4.95 while The Warlock of Firetop Mountain, for the 48k Spectrum, is priced at £6.95.

MR. ADVENTURE

Keith Campbell's Adventure Helpline gets most pleas from players lost in the *Mystery Fun House*, trying to undertake a *Mission Impossible* or stranded in a *Pyramid of Doom*. They all have one thing in common, trying to combat the devious mind of Scott Adams — the mind that lies behind 12 classic adventures. No Adventure supplement would be complete without a word from the man whose adventures have produced more curses and commendations than any others on the market. So Terry Pratt phoned to interview Scott at his Adventure International complex in Florida.

To the microcomputer games enthusiast, Scott Adams is Mr Adventure. It was his first program, Adventureland, which introduced many an Adventure addict to the delights and frustrations of this popular game format.

That first offering was five years ago and has been followed by 12 titles from Scott. Games like *Ghost Town, The Count, Mystery Fun House* and *Pirate Adventure* are recognised among the classic adventures to emanate from Scott's keyboard.

His fans include the dedicated adventurer who will not dream of asking for HELP, those who like being immersed in a story and even arcade gamers who want to challenge their wits as well as their co-ordination.

The sign of a successful Adventure and the strength of Scott's, is that the player can lose himself completely in the action. Scott strives to spark the imaginations of his players.

"The key element of an adventure is to make sure it relates to the people who play it. The writer uses his imagination to generate an image in the player's minds," he says.

But it is also important to believe that you can solve the Adventure. Scott claims: "Players want a chance to use their minds. To be presented with a problem knowing that a solution exists and that they can overcome the problems eventually.

"It is important that enough clues are placed in the adventure for people to make a logical progression to the solution."

So how does Scott approach writing an Adventure? "I get a basic theme like the old west, science fiction or fantasy and then fill in the location, say a space ship or an old ghost town.

"Next I work on the geography, rooms and castles, whatever would fit. And then comes the purpose of the adventure, is it a treasure or mission oriented game? That's when the real imagination comes in, drawing in the landscape.

"An adventure can take anything from one to six weeks, it depends how well everything fits together — I once wrote one in a week."

The plotting is important to Scott and it shows when he's asked which of his own adventures are his favourites: "I get asked this question a lot. I usually like the one I've finished most recently, the best. But of those currently available, *The Count* and *Ghost Town* are the two I usually choose. They have the best plotting in my opinion."

Scott was a professional computer programmer long before he discovered Adventures. It was while working in a Florida company's programming department that he was introduced to the "original adventure" *Colossal Caves* by Crowther and Woods on the company's mainframe computer.

After solving it in a week of staying late at the office he wrote Adventureland on a TRS-80 at home.

In 1979 he set up a retail store called the Adventure International Computer Centre and that has now expanded to become a 40 employee business with a large range of software.

"It's not only adventures. Our product range also includes a strong arcade side. There are around 250 titles in the range. Games like *Preppie* and *Sea Dragon* as well as adventure and also business packages."

The Adventure International service does not stop at selling an adventure. "We get an awful lot of feedback from players in difficulties asking for help. One of our best sellers is our Hints Book.

"We help them over the tough hurdles, not by giving them the answers but by providing extra hints and clues."

Scott himself doesn't tackle other people's adventures anymore: "I try to stay away from other people's Adventures. So I'm not likely to steal their ideas. I like to remain untainted."

And he still finds he has a font of ideas springing forth: "Yes we've got two new Adventures coming out shortly which I'm very excited about. I still enjoy writing them."

Adventure International is also producing graphic versions of Scott's games and he sees this as the way Adventuring will go. "It's moving away from text Adventures. As computer graphics get more sophisticated, so Adventures with graphics become more sophisticated. Graphic Adventures now tend to outsell text Adventures.

"Graphics make an extra dimension available and can add to the player's involvement."

He doesn't feel that Adventures are best left purely to people's imaginations: "All of our new games use graphics wherever possible. A text only Adventure is like a newspaper which has no pictures."

Does Scott have any plans to visit his many fans in Britain? "Yes, I'm hoping to come over in 1984. It's just a question of finding the time."

We wait with bated breath!

HISTORY OF ADVENTURE

Adventure games go back a long way — all the way to those giant forerunners of the present day home computers — the mighty Mainframes. Keith Campbell has been delving back into the mists of time to bring you a potted history of Adventuring. He looks at the founding fathers of Adventure gaming — and then into his crystal ball to discover the shape of Adventures to come.

Illustration: Shirley Barker

Fantasy games take many forms. The imagination is almost limitless in its capacity to create make-believe worlds to allow the mind to experience excitement beyond its reach in reality.

We built a ship upon the stairs
All made of the back-bedroom chairs,
And filled it full of sofa pillows
To go a-sailing on the billows.

We took a saw and several nails,
And water in the nursery pails;
And Tom said, 'Let us also take
An apple and a slice of cake';
Which was enough for Tom and me
To go a-sailing on, till tea.

Imagine you are in a dark dungeon. A flaming torch fixed to the wall casts a flickering light towards a passage — your only way out. In the shadows you see the outline of a dwarf brandishing an axe . . . All eyes gaze at the Dungeon Master, to discover what will happen next.

Crowther and Woods could hardly have guessed what they were starting when, in those dark days before the advent of the micro, they took the fantasy game a step further by writing an Adventure on a large mainframe computer.

This was the *Colossal Cave* which was written in Fortran and was played on large installations — and still is — by bank clerks and students alike.

No longer had a dungeon master to be present — his place was taken by a keyboard, and printer or screen.

Some time later the first popular home micro-computers appeared. A young man called Scott Adams noticed a promising new one called 'TRS-80' and purchased it, to see how it compared with his home-brewed system. He had been fascinated by *Colossal Cave* and wondered — would it be possible to implement a similar game on a small computer with limited memory?

His attempt resulted in *Adventureland*, which he wrote in Basic, in 1978 and followed with *Pirate's Cove*.

A friend of Scott's, Lance Micklus, tried to persuade him that the fast response of machine code was needed to make these games widely acceptable. Scott was not convinced, but took a crash course in machine code programming, and then spent a year developing a system that would enable him to write machine code adventures with relative ease.

He converted *Adventureland* and *Pirate*, and gave birth not only to his own classic series, putting micro-adventures firmly on the map, but also to the company of which he is now president — Adventure International.

Incidentally, *Adventureland* and *Pirate* were the only two of his series available on a Pet, in Basic.

The TRS-80 was, at that time, America's most popular micro, followed by the Apple, and Scott's games were originally converted to both the Apple, and a machine little heard of these days, the Exidy Sorceror.

The heyday of the TRS-80 as a popular games computer, was now, sadly, drawing to a close. Although a powerful machine for serious enthusiasts, and with a wealth of games software to its elbow, two events combined to change the face of Adventure.

The U.S. passed a law limiting radio interference from home computers. The popularly priced Model I failed to comply, and was phased out of production by Radio Shack in favour of a compatible but more expensive Model III.

At about the same time there came a new generation of home micros — including the Atari, Vic-20, Sinclair Spectrum and BBC.

All offered colour graphics, and all cheaper, some much cheaper than the earlier TRS-80, Apple and Pet. Owning a home micro was now a viable prospect for millions, rather than a relative handful of dedicated enthusiasts.

Scott's games were converted for the Vic and Atari, but now with a vast market thirsting for adventures, new adventure software proliferated.

Cheaper memory meant still more computers were arriving on the scene — including the Dragon and Oric. The memory size of a standard configuration was now double or treble the 16k of the older micros. Cheaper hardware meant more disc drive owners.

Two new possibilities for Adventure gaming were now opened up; graphical adventures and disc-based adventures.

Disc offered the same possibilities as a mainframe game — a vast adventure map and a verbosity of text, a quality lacking in a 16k adventure whose replies necessarily tended to be terse and cryptic.

Now a screenful of detail could entertain the player, giving him the added problem of sifting out the vital from the irrelevant and sometimes zany information presented.

Graphical adventures enabled pictures to be displayed as well as descriptions of the rooms or location. Scott's original series bounded back as SAGAs, (Scott Adams Graphical Adventures).

However, there is little doubt that the adventure "purist" is strictly a text adventurer, preferring to allow his imagination to go to work to form the images, rather than be shown how he should picture the scene.

The range of quality extends from excellent to inferior. This is, I suspect, due in part to the early adventures being written for the sheer challenge and enjoyment of writing them. Now, however, software is big business, and more likely to be commissioned than inspired.

We have had five years of micro Adventures. How will the successor to this article read five years hence? Watch out for the multi-remote-player fully-interactive real-time hi-res animated colour graphical hi-fi stereo voice-simulating adventure!

Adventure brings out the little boy or little girl in all of us. The adventure world of make-believe is perhaps epitomized by Robert Louis Stevenson's *"A Good Play"*.

We sailed along for days and days,
And had the very best of plays;
But Tom fell out and hurt his knee,
So there was no-one left but me.

State-of-the-art it might be. But imagination always was and always will be.

PLOTS & THEMES

Well, just how do Adventurers get their ideas for their trips into the realms of fantasy? Keith Campbell has been attempting to unravel some ideas for plots and themes to give you an insight into the Adventure writer's mind. And judging by his dream(-)like vision, they are a pretty weird bunch!

THE heat from the glowing stream of lava slowly but inexorably flowing down the chasm was beginning to bother me.

I had been bitten on arms, face, back — they were spreading all over me. They itched. I scratched. I wished I could get AWAY from this place.

And suddenly I was, I must have passed out, for the next thing I remember was a medicated hospital smell.

I found myself lying on a cot in a strange bare room, clothed in a white robe. My eager fingers were no longer able to soothe the wild itching — for my own protection I had been put in a straight-jacket. Whoosh! Whoever brought me here must have been careless with a cigarette end, for now my straight-jacket was on fire! As it burnt through I struggled free, stamped it out, and headed for the door. Locked! But the fools had left the key on the other side and I was out like a shot.

I escaped and found a doctor. Or at least, I thought he was a doctor. He examined me all over, giggling as he did so. He scratched one of my bites in an unreachable place. 'That any better?' he asked.

'Nasty little things, chiggers' and thrusting a note in my hand, he was gone. I read the writing on it. 'GO AND DIG'. One of the words was obscured by a purple coloured slime. A bell rang somewhere. I ran . . .

Into the forest, running further from that dread place, the barking of the vicious dog they had sent after me grew louder.

In my desperation to escape him, I stumbled upon a tree root and fell. Deep in a pile of leaves I noticed something special. I was lying across a series of metal bars covering a shaft of some sort. I pulled frantically but they wouldn't give. The barking now almost on top of me, I upped and ran, quite certain that I'd never make it.

Luck must have been on my side. Feeling in my pockets, I found something special. I lobbed the hand-grenade at the dog. Leaves rained down everywhere, mixed with ears, paws, a tail, a collar and an unlit lamp.

It must have been a direct hit, for the bars were there no more. Wasting no more time, I clambered down the iron ladder fixed to the side of the shaft. It's dangerous to move in the dark, I know, but I was desperate.

And down there — well, you'd never believe it. It was like a whole town. My stomach was grumbling, and after a couple of sneakers for hors d'oeuvres, raddled with heartburn, I headed for the cafe down the street for steak and eggs — sunnyside up.

The egg that I broke over the griddle looked ordinary enough — apart from the hinges and jewel encrusted shell that is — but there was its sunny side looking for all the world like a baby clockwork dragon, its emerald scales decidedly bruised. It had ceased to be due to my clumsy attempt at breaking the shell. If it had gone to meet its maker, then I should have followed. I'd have ordered ten gross, and would have been set up for life.

Instead I ran blindly down the street, into the first entranceway I came to. 'Tickets please' squawked an old crone behind the counter. I gave her my Access bill. That was not all. She went 'Wheeee' and I went on in to the funfair.

I pulled red levers and blue levers and yellow levers. I found myself in a shooting gallery.

Suddenly everything vibrated, and I was in a sandy desert. I examined my surroundings. I noticed something special — a spade.

I went east and dug. I went west and dug. I went north and dug. I went south and dug. I threw my compass away and dug. I stumbled around blindly under the searing sun. There were so many damned holes around I fell down one. Down, down, down . . .

I was in some sort of alien space ship, unable to move, trapped in a force field. A small nomad appeared.

Calliope music was playing. We danced. Still trapped, we danced again. The force field suddenly collapsed. Just as well — I was beginning to find the nomad quite cute. I shot him.

In front of me was a control panel with three buttons, numbered 1, 2 and 3. I paced up and down, desperately trying to work out the firing sequence for the space-ship's engines.

I tripped over a dustbin on legs. It had a green furry lid. I lifted it, felt inside and found a string of old beads. Nothing special. I counted down. We took off.

We were circling an island. In alarm, I noticed we were on fire. I grabbed a handy parachute, and headed for the hatch. I was falling . . .

'Wake up, here's a nice hot cup of tea!' At last a kindly face. 'What are you doing on the floor, you must have fallen out of bed!'

I groaned. 'Why did you wake me up? I was going to make it with the native woman at last!' I was distinctly peeved. She was not amused. 'You're supposed to give her the beads — you know that!'

'But I'd got it all sussed out — I had this spare grenade to lob at her husband — it would have been different this time!'

'Do you know, you were playing on those four computers of yours till 2 o'clock? Adventure mad, that's what you are! Now drink this and get up — you know you've got ten reviews to write, and the deadline's next week . . .'

'OK. But get that spade by the bed and pop out into the garden and dig up some mud, will you? These bites are killing me!' She looked at the pile by the bed. A fat cigar, box of crackers, small statue of a blue ox, an unshod horse (smelling of stale emulsion), wet tanna leaves, an iron glove, precision crafted frisbee, cuddly toy — nothing special.

'But . . . these weren't here when you came to bed . . .' Her adventure was over. She passed out.

WRITING ADVENTURES

Adventurers will face the darkest dungeons without a qualm, tackle the fiercest monsters and steal treasures from under the noses of the most awesome wizards... but ask them to *write* an adventure... Writing an adventure is not as difficult as people believe. In fact, it can be a darn sight easier than some of these programs are to play and solve particularly if you are a newcomer to Adventuring. And writing a good adventure can be just as rewarding. Here, Simon Clarke gives a clear, step-by-step guide as to how to tackle adventure writing and leads would-be adventure writers to the golden gates of the magic castle where their dreams can become a reality.

THE most important part of any adventure is worked out far away from the computer keyboard.

There are three steps to every adventure, but its success depends on the plot capturing the player's imagination and leading him deeper and deeper into the game.

When a good plot has been established, the writer must lay out his locations in map form with routes, objects and characters which bring the plot to life.

Mapping and plots are covered elsewhere in this supplement and this article will take adventure-writing on from there.

But before you rush to the keyboard there's some more work to do with pen and paper. A location table must be drawn up to translate that map into a more accessible form.

Each location is given a number and a description. The possible exits from it will be noted down and location numbers of all feasible destinations noted.

Objects are treated in a similar way with a note of the location in which they can be found and a comment on whether or not they can be TAKEn.

You will need a good working knowledge of your machine and, as adventures use a lot of string-handling techniques, there may be some commands which you are not too familiar with, so keep the manual handy.

The two main areas people have most difficulty with are: storing the data and recognising commands.

Storing the Data (objects and locations)

Storing location and object details is simplicity itself. The main thing to keep in mind is the format in which you store your information. The best way to approach it is to build up your DATA statements, with one location or object per line. This line will also contain details of where you can go and what you may find there. This format should follow the lines of:

Location, N,E,S,W,U,D, and as many object fields as you wish (but if any are not used they must still be set-up).

Where N to D are the numbers of the locations where these directions will take you. This numbers the sequence in which the DATA statements are listed and read. Using this system, all you need to do if movement is not allowed in a certain direction is to set those directions to 0, then in your command section of program you merely have to include a statement to the effect of:

IF LOC=0 THEN LET RESPONSE$= "You cannot go in THAT direction." A similar format can be used for the objects.

Command recognition:

This is probably the most difficult part of coding an Adventure, and is very dependent on the type of machine you are using. With simple machines like the ZX81, there is very little you can do apart from using the whole input string. But on more powerful machines, commands such as LEFT$, RIGHT$, MID$ and LEN become a godsend.

The most widely used system is one of looking at the first three letters of each word only, and that is the system I use. Using whatever commands you have at your disposal, getting the first three letters of the player's command is simple, but getting the next words letters is a little more complicated. First, find out how many characters there are in the input string. Now, take this number and character by character work backwards along the string until you find a space, now add one to your string count, and starting from this position, pick-up your three letters.

The reason for working backwards instead of forwards, is to help the player. Many people find it difficult to adhere to a strict two word command and type in lines like: "Get the sword."

This system will cope with commands like this, where the computer would otherwise respond with: "I don't understand THE". Little touches like this make the game more of a pleasure to play.

In anticipating the player's responses always try and give him plenty of scope to use the obvious words. Obscure verbs can be the main reason why players give up on adventures.

The best way to test out the game, is to ask a friend to play it and make notes of all the areas in the game where he knows the sort of word he needs to use but cannot find the exact one you had hoped for.

Then seriously consider changing the word or adding the first one the friend came up with. Adventures are often judged on their vocabulary and the words which the machine itself uses yet cannot understand.

Spectrum owners can invent their own adventures using the excellent new Quill adventure program generator.

The Quill is made by Gilsoft which is based in Barry, South Glamorgan. You can buy a copy from selected computer outlets or direct from Gilsoft by mail or phone 0466 736369. If you're an adventure fan, then you'll find it worth every penny of the £14.95 price tag.

Using The Quill lets a computer user create a playable Adventure game. You do not need to know anything about programming since The Quill will teach a novice something about writing programs as he/she works through the simple language which the Adventure interpreter understands.

We're always looking for new and original ideas for games listings in *Computer & Video Games* — and Adventures are among our favourites. You don't even have to produce a listing — just a good plot idea or theme — and we'll pass it on to one of our team of expert programmers to see what they can do with it.

As Simon has said in his article above, Adventurers are often the last people you'll find actually writing a game. So if you are new to the art of Adventuring, perhaps you can bring a new idea or a fresh approach to the world of dungeons, demons and fire-breathing dragons.

If you have come up with an original idea, drop us a line and there could just be some Adventure software on hand for the best ideas we receive. Write to *Computer & Video Games, Adventure Writing Contest, Durrant House, Herbal Hill, London EC1R 5EJ.*

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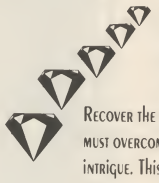

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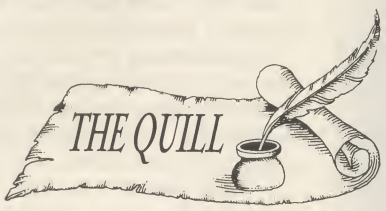

THE QUILL

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A superb 16K adventure in which you must locate your time machine to return to the present. Plus a collection of mind stimulating puzzles.

THE QUILL is a major new utility written in machine code which allows even the novice programmer to produce high-speed machine code adventures of superior quality to many available at the moment without any knowledge of machine code whatsoever. Using a menu selection system you may create well over 200 locations, describe them and connect routes between them. You may then fill them with objects and problems of your choice. Having tested your adventure you may alter and experiment with any section with the greatest of ease . A part formed adventure may be saved to tape for later completion. When you have done so *THE QUILL* will allow you to produce a copy of your adventure which will run independently of the main *QUILL* editor, so that you may give copies away to your friends.
THE QUILL is provided with a detailed tutorial manual which covers every aspect of its use in writing adventures. For the 48K Spectrum

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These games are very much bigger than normal adventures yet cost £9.90 each. The number after each name is an estimate of how many weeks an average player may take to solve the game – for your information.

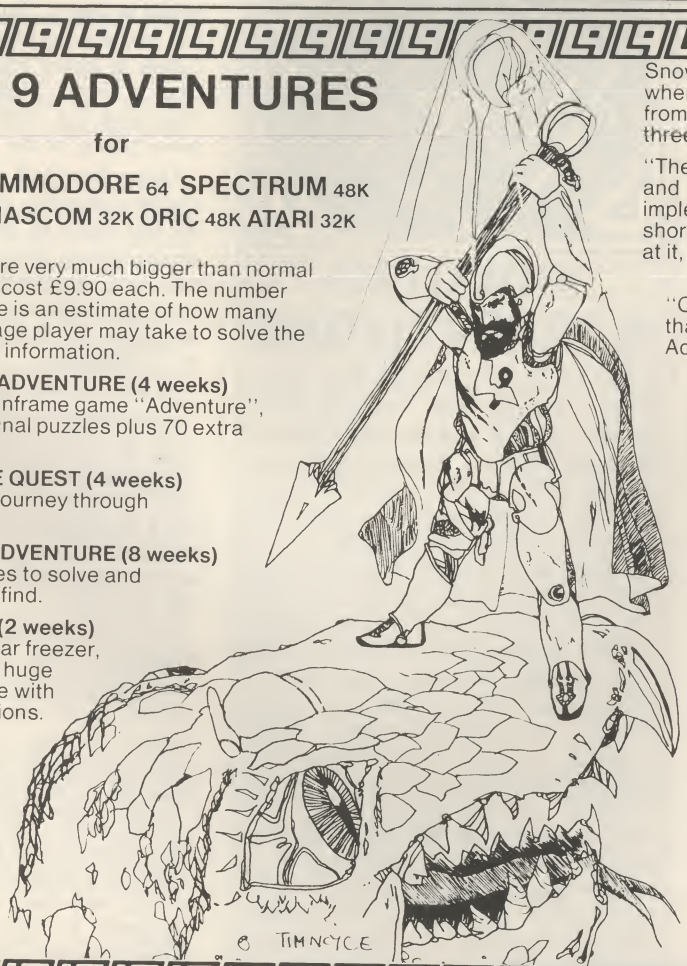
1. COLOSSAL ADVENTURE (4 weeks)
The classic mainframe game "Adventure", with all the original puzzles plus 70 extra rooms.

2. ADVENTURE QUEST (4 weeks)
An epic puzzle journey through Middle Earth.

3. DUNGEON ADVENTURE (8 weeks)
Over 100 puzzles to solve and 40 treasures to find.

4. SNOWBALL (2 weeks)
Save the interstar freezer, Snowball 9, in a huge space adventure with over 7000 locations.

Note: a lot of players take much longer than the times above. Don't be discouraged if you are one of them!



Snowball was too new to have been reviewed when this ad. was placed, but here is a sample from the superb independent reviews of our first three adventures:

"The Level 9 Adventures are superbly designed and programmed, the contents first rate. The implementation of Colossal Cave is nothing short of brilliant; rush out and buy it. While you're at it, buy their others too. Simply smashing!"
–SOFT, September 83

"Of the programs reviewed here, the only one that is wholly admirable is Level 9's Colossal Adventure." *– Your Computer, September 83*

"I found Dungeon exceedingly well planned and written, with a fast response. There are well over 200 locations and the description are both lengthy and interesting."
– Computer & Video Games, September 83

"This has to be the bargain of the year . . . If adventures are your game then this is your adventure."
Home Computing Weekly, 30th August 83

"There are three excellent adventures on offer from Level 9 . . . the descriptions are so good that few players could fail to be ensnared by the realism of the mythical worlds where they are the hero or heroine . . . great fun to play.
– Which Micro?, August 83

Price: £9.90 each inclusive

Level 9 adventures are available from good computer shops, or mail-order from us at no extra charge. Please send order, or SAE for catalogue, describing your micro, to:

LEVEL 9 COMPUTING
Dept G, 229 Hughenden Road
High Wycombe, Bucks HP13 5PG

MAPPING

Those first few locations of any adventure can vanish in a blurr of hastily grabbed objects, half-remembered descriptions and casual investigation.

If you keep a pen and paper by you and take the time to make notes as you go, the adventure will take shape much faster.

Dead ends are easier to spot, new routes to much-visited rooms suggest themselves and it is easier to tackle second time around after you take that first break.

MANY keen adventurers spend as much time jotting down the ins and outs of their new world, as they do exploring it.

These are the cartographers of their age who consider map-making to be the best part of the game and who will happily take hours of painstaking work producing their diagrams and charting new territory.

I am not among their number, but when I am reviewing a game or if I get completely stuck then the pen and paper comes out and a solution is sought.

Because I am not the keenest of map makers, I have formulated a system which is easy to make and can be followed by any beginner.

The most important thing to remember is to produce a key which will be meaningful after several days away from the adventure. There's no point returning to the adventure, staring at the map and wondering: "Now what did I mean there?"

For my system you require some different coloured pens, lots of squared graph paper and a counter or 1p piece to show your position.

The first task is to set the key down on the paper, give each colour pen a different job to do and make a note. My system is shown in figure 1.

Then draw yourself a compass heading and get the adventure underway on the screen.

At this point, it is impossible to say where the adventure will lead, it could be that the start is at the westernmost end of the locations and that all routes will lead east from here.

Figure 1

Colour	Type
Black	Description
Red	Danger or Treasure
Green	Other Characters
Blue	Objects
Pink	Indirect routes [i.e. Doors]

Things in brackets are hidden.

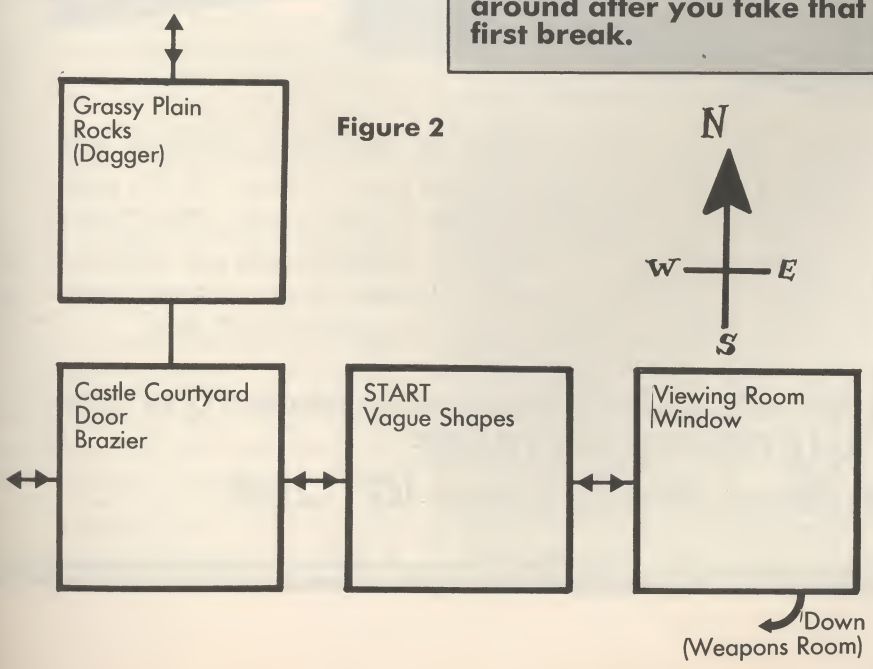


Figure 2

This cannot be helped, the only place to start is in the centre of the graph paper and see where it leads.

Begin with a square box, large enough to write all the necessary data in and label it "start".

Put in the title of this location. Sometimes the adventure will make this easy by giving a location name: The Green Room, Rats' Cave or Wopwort's Cabin. In other cases, you will have to come up with something from the room's description to remind yourself of where you are, e.g. the room in which you find the sword will be the sword room.

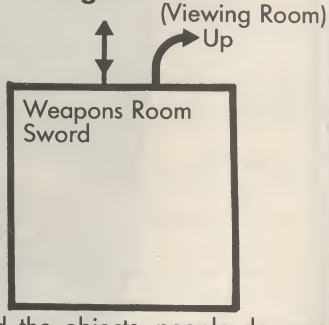
More difficult are the featureless rooms in a maze or an area where you seem to be travelling among identical locations. These are usually just one location which the programmer has disguised to make it seem larger.

The most common are areas of forest. The programmer hasn't wasted chunks of code in producing a seemingly endless forest; he has one location labelled "Forest" and then all but one of the exits leads back to that location. It is usually quite safe to do the same.

Then mark the visible exits from the location at the relevant compass points, add arrows to each route and draw in the location it leads to. As soon as you have arrived, try returning by the same route and add a double arrow if this is possible.

In the colours you've laid out in your key, add the objects, people dangers and treasures of the room. Objects which are hidden should be enclosed in brackets.

Figure 3



Some exits from rooms will only be possible under certain circumstances or by manipulating a door, jumping a river and so on. These are "indirect routes" and should be marked in a different colour.

Maps can start to become messy when there is a change of level. This should be dealt with on a separate sheet of paper and marked as shown in figures two and three.

A final word on mazes, some of these may not seem to make sense when mapped. As with forests, the programmer can take liberties with a maze layout to add to your confusion. Routes you had planned carefully may suddenly change. There's not much you can do other than curse and start again.

These mazes apart, this system should help you to solve even the most complex of games.

The ultimate adventure for the Dragon 32

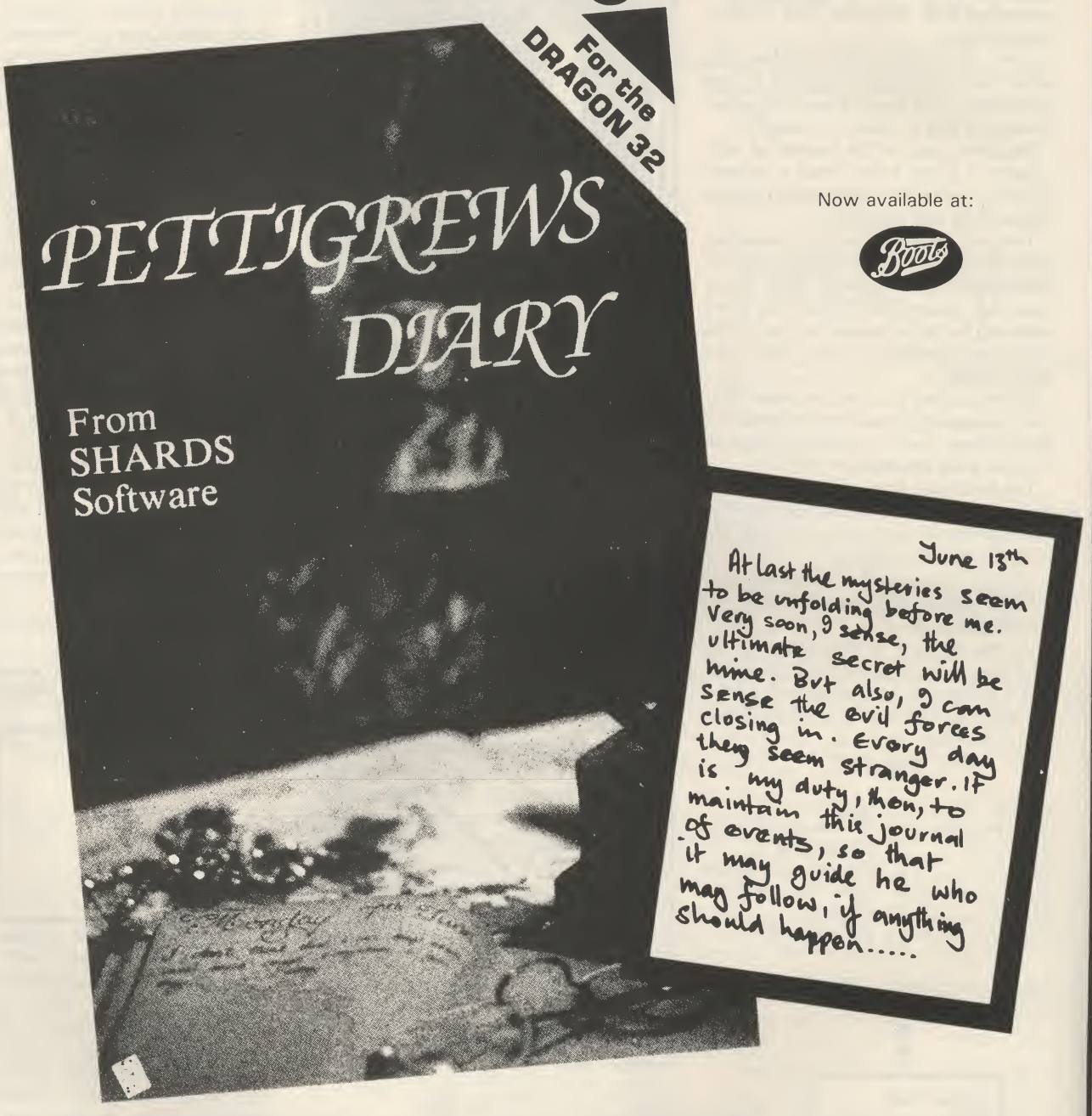


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Illustration Shirley Barker

INGLISH LANGUAGE

The biggest hit adventure game of 1983 was Philip Mitchell's Hobbit on the Spectrum and now also available on BBC, Oric and Commodore 64.

So when Melbourne House told us he was working on a second, bigger and better adventure we thought you'd like to know a little bit about it.

In a marathon telephone interview with the man who has sold a hundred thousand cassettes we bring you the low down on 'down-under's' hottest programmer.

All about Inglish — the language that makes the Hobbit and Sherlock Holmes tick.

PHILIP Mitchell joined Melbourne House two and a half years ago after studying for a computer science degree at the local university.

Whilst studying for his degree, he was already working part-time on a project which was the brain child of Melbourne's ideas man and managing director, Alfred Milgrom.

The project was the Hobbit — which was to take another two years to complete but was due to make a name for Mitchell, Milgrom and Melbourne House — not to mention, a small fortune in the process.

Mitchell modestly refuses to steal all the credit for the Hobbit, "I should say at the start that it was a team effort. Alfred assembled a team... myself and another programmer called Veronica Megher, a linguistics expert, Stuart Richie, who designed the special adventure language Inglish and an artist who produced the illustrations for the graphics in the game."

Apart from having one of the best fantasy adventures ever written to draw upon, what really made the Hobbit unique was the way the game's characters roamed around the different locations. This made the game a little different every time it was played as the player never knew who might turn up in a particular place.

The Hobbit was also the first adventure game where you didn't have to rely on reproducing the exact two words the programmer had in mind. This is Inglish which allows far longer phrases than the usual adventures, with more than one idea contained within them. Despite this capability, Mitchell is often surprised at the limited sentences which people employ when playing the game.

"I think they have become used to adventures where you can only use one word commands — and tend to play the Hobbit in the same way... this is a pity because the program can cope with quite long sentences."

Inglish is driven by three connected parts of the program: a language analyser which interprets what the player has input, a data base which contains all the accepted words in the program, and an applicator which applies commands to the game.

The analyser takes every command through a chain of checks before producing a response. First every command goes to the "passer" to make sure that the word is in the game's dictionary.

Then it goes to the syntax checker which decides whether or not the command makes logical sense within the context of the game. It does this by classifying commands and words as either actions or objects — and then passing them on to a "semantic analyser" which decides if the command makes sense according to what it already knows.

More simply, it checks if words exist; checks that they make sense according to the rules of grammer as defined by the program, and checks that they make sense in the game itself.

Inglish has been refined and improved to add even greater conversation between player and characters in Melbourne House's next big game — Sherlock Holmes.

This extra word power has been made the basis of the game where you — playing the part of the gentleman sleuth — have to carefully question suspects, and convince other characters about your theory as to who did it.

The model for the new form of Inglish is an artificial intelligence program called Eliza, whose applications have so far been confined to the research laboratory. In experiments carried out with the program, where people have talked to Eliza from another room, they often refused to believe that they were talking to a computer.

Although Melbourne House is not claiming anything like this degree of communication power for Sherlock Holmes, the buzz phrase of "artificial intelligence" is already being used in its promotional literature.

The new game will not be packed with a copy of one of Sir Arthur Conan Doyle's books but every effort has been made to check the authenticity and consistency of actions in the game with that of the characters in the books.

The story line for the who dunnit adventure game is being produced by a Sherlock Holmes expert, Sarah Byrnes, who is writing it in novel format, drawing together elements of all of the stories rather than basing it on any particular one.

Holmes' trusty companion Dr Watson features prominently, giving advice which is not always helpful. And the stubborn unimaginative Scotland Yard Police Inspector, Lestrade is also on hand. It is Lestrade that Holmes must convince that his suspicions are correct.

This is achieved in conversations where the good inspector will do his best to fault Holmes' logic and demand further proofs.

The scene is naturally turn-of-the-century London and the case is murder with clues, suspects and witnesses in good measure. The game is played in two parts. First you must persuade Lestrade that your proof is unassailable and then the villain must be apprehended.

As with the Hobbit, Sherlock Holmes will be available on the 48K Spectrum first and will be converted to other computers with sufficient memory later.

Sherlock Holmes will have more limited graphics than the Hobbit due to the huge amount of memory taken up by the game's advanced communication system — though Mitchell did say that it will definitely contain "some" graphics.

One thing is for sure when Sherlock Holmes goes on sale in "late January early February" 1984, there is going to be a long queue of Hobbit fans armed with £ notes ready and willing to buy Philip Mitchell's new game.

The day to be there is January 15th and you'll need £14.95 to make the purchase.

Next month Keith Campbell has twenty copies of Sherlock Holmes to give away in his Adventure Column. Don't miss our Super Sleuths competition and keep a check on all the latest adventure games news and reviews.

•REVIEWS•

Illustration: Roy Ingram

INTRO

Our Adventurers, Keith Campbell and Simon Clarke, have been huddled over their computers — fighting dragons, finding hidden treasure and braving all the dangers of the universe during the past few weeks, in a quest to discover the ultimate Adventure game.

We've let them loose on the next few pages to allow them to bring you their views on the Adventures they've been testing. We've divided these Adventures into five sections — beginning with Graphic Adventures.

These are the new generation of Adventure games which move away from simple text displays on the screen and allow the computer to draw pictures of the different locations in which the Adventurers will find themselves.

We also look at those baffling games written by Mr Adventure himself, Scott Adams — who gets a whole section to himself!

Then there's Adventures with a Time theme, Fantasy Adventures, and Adventures with a Science Fiction background.

Keith has come up with a special rating system for the games reviewed — and we'll let him explain how this works. Over to you Keith . . .

It has not been the practice in the past for various scale ratings to be applied to Adventure reviews on the Adventure pages.

This is because Adventure, more than any other type of game, is very much a question of personal taste.

However, with so many games covered here, we thought some sort of comparison would be helpful, and we came up with the following factors, all awarded points out of five.

LOGIC/DIFFICULTY

This is *not* a measure of how difficult the game is — it is easy to make a game almost impossible if the clues for logical deduction are not there!

This factor is a measure of the combination of how logical the problems are to solve with the clues and background given.

If a game is easy, then not too much logic would be needed, so if it all fits together, then perhaps a rating of five might be given. If it is difficult, there would need to be enough subtle clues to enable the player to judge the problems as fair, for a rating of five to be awarded. To find out how easy or difficult it is, you will have to read the review.

VOCABULARY

This is not only a measure of the extent of the vocabulary understood by the game, but also of its completeness.

A small vocabulary may get high marks as long as all the obvious words occurring to the player are recognised.

For example, if a location was described as "by a river", and the word "river" was not recognised, even if the game understood a million words, the vocabulary rating would suffer.

PLOT/THEME

This is a rating of originality and plausibility of the scenario of the game. And how well the whole thing fits together.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

PETTIGREW'S DIARY

Pride of place in this supplement for the most original and entertaining Adventure must go to *Pettigrew's Diary* from Shards Software.

Three chapters make up this mystery story. Each must be solved (in theory, at least) to enter the next. Clues unearthed as you progress are needed later in the game.

Chapter 1 — The Burning Farmhouse. This is a cross between a text and arcade Adventure. You move around a plan of the house, opening doors and examining the contents — which includes the dying Pettigrew. His last words display thinly and vanish . . . 'Find my . . .', and he's a gonner.

All the while you're battling to beat a fire spreading graphically and randomly in real time. Nothing too special, but next there's —

Chapter 2 — London Frolics. Here is a full length text adventure with the most original display I have seen.

Explore London, travel the tube (choice of Circle, Central and Piccadilly lines). Gamble in an amusement arcade — real skill is required to win cash. Earn more cash working in a cafe, or cleaning toilets. Dodge traffic at the Embankment — skill is needed to dash when the lights are in your favour. Browse a book shop in Notting Hill. Visit the Hotel Euroconk. Avoid Eddie the Crook.

The computer's replies move letter by letter from right to left, bleeping as they go, inside a frame. Cash, date and time are displayed and automatically updated — all in real-time. I left the game to snatch a meal, and returned to find a new message 'You haven't slept for so long, you'll collapse!'.

One reply sequence was a classic. Running continuously across and off the screen: 'She leads you into an old house . . . into a dimly lit room . . . She turns on the light and takes off her coat . . . to reveal . . .' but you'll have to play it for the revelation!

Chapter 3 — European Trek. We're now off to Paris, and there is Pierre up the Eiffel Tower about to jump. You must talk him down so he can give you valuable information.

You are told the words, and must type them in undisplayed, fast and accurately to get him to climb down a level. If you fail, he will climb higher. Each time, you have a different and longer message to type, so it becomes a speed typing and memory test.

Next we move to Germany, and have a little puzzle to solve in Stuttgart, to correctly identify one of two barbers. And so on.

Three separate programs, self loading from the previous one, and within them, mini games in their own right! It's got to be value for money!

Pettigrew's Diary
From Shards Software for Dragon at £7.95

Logic/Difficulty	**5**
Vocabulary	**4**
Plot/Theme	**5**

Keith Campbell

HALLS OF THINGS

Halls of the Things has an impressive cassette inlay illustration but it does not live up to its claim to be "The first fully animated adventure" for the Sinclair Spectrum.

It is just *not* an adventure! Where 'Valhalla' is truly an animated graphical adventure, Halls of the Things is an arcade maze game, and the adventure enthusiast (who usually has little interest in arcade games), will be disappointed.

You control a figure of a little man, and drive him around a maze using four keys representing Left, Right, Up and Down. The maze has seven levels, and is randomly generated each time you play.

You can open and close doors with "O" and "C", and "keep" or "drop" objects by coming alongside and typing

"K" or "D". Various spells can be invoked with their initials — Fireball, Lightning and Heal. Arrows can be shot with an "A", in the direction of the Spectrum's arrow keys.

The maze "pages" quickly if you drive your man over the screen boundary, and is scattered with objects. Some of them (although looking very much like half-empty milk bottles) actually contain elixir.

The 'Things' dart around the maze in the form of purple triangles, and can zap you extremely quickly — especially if your fingers are unused to fumbling around on little squares of rubber.

Once zapped it is sudden death. You are out of the game, but can restart after a short delay, while the maze resets.

Quite an effective arcade-style maze game, but I wonder — do the people who bill such games as "Adventures" really know what they're talking about, or are they just trying to muscle in on both ends of the market?

Halls of the Things
From Crystal for 48k
Spectrum at £7.50

Logic/Difficulty	**N/A**
Vocabulary	**0**
Plot/Theme	**1**

Keith Campbell

GROUCHO

Fat cigars are Groucho's currency in Automata's sequel to *Pimania*. You can gamble them, buy clues with them, and get robbed of them! That fast talking member of the Marx brothers has been transferred to the Spectrum.

Groucho is big. He takes five minutes to load — but why worry when you can sit and watch his cigar and eyebrows twitching? After he has loaded he treats you to an obligatory three minutes of graphics.

The format of *Groucho* is different from that of *Pimania*, and comes across as a series of zany puzzles and joky insults, interspersed with tunes and set against a background of clever and colourful animated pictures.

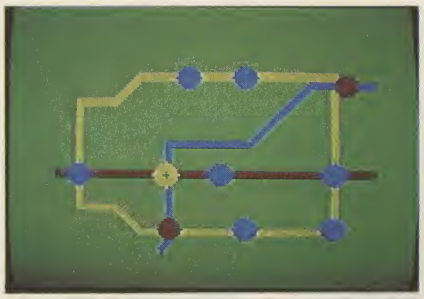
Groucho invites you to guess the identity of a Hollywood star. If you can do so by June 1st, you stand a chance of winning yourself a trip for two by Concorde and QE2, to meet the star.

To do this you must collect clues to the star's identity. These are gained by guessing the names of other stars, from clues purchased at an ever increasing price of fat cigars.

Cigars can be come by in the Casino and other places, if you're lucky! On the other hand, the Piman might come along and 'bum' a few off you.

Groucho sometimes annoys me. He uses some witty phrases like 'Of all the words in the game, you had to choose them!' And them. And them. Wears a bit thin after a while.

I guessed one of the stars to be



Pettigrew's Diary

Groucho

GRAPHICS

CHARLES CHAPLIN. Not so. 'THAT'S NOT A NAME — IT'S AN INSULT! I WAS THINKING OF CHARLIE CHAPLIN' didn't go down very well!

And I can't travel. My attempts are at best ignored, at worst, for some reason, clear the program from memory — lie some other commands — and that means another eight minute wait. Together with the slow response time, playing is a laborious business.

Having said that, *Groucho* is entertaining and addictive enough to be played again and again. And like Pimania, be comes complete with a pop song — 'Groucho' — on the flip side, this time performed by Lady Clair Sinclive and the Pimen. Will the Piman soon be seen live on Top of the Pops? Will Clive Sinclair get to number one? Wait and see!

Groucho
From Automata for 48k
Spectrum at £10

Logic/Difficulty	**5**
Vocabulary	**2**
Plot/Theme	**5**

Keith Campbell

SMUGGLERS COVE

What do you do when you come across an Adventure which speaks in a strange country dialect? You delve into your Cornish tourist phrase book that's what! *Smuggler's Cove* has a nice turn of Cornish phraseology to entertain even the most jaded Adventurer.

'OK' is a common Adventure response to a command successfully obeyed. *Smugglers Cove*, set in a cave on the Cornish coast, replies 'Right me dear'. Other fairly standard replies get similar treatment.

These replies made a welcome change, and persuaded me to explore the cave into which I'd fallen, and from which I was trying to escape complete with Blackbeard's treasure.

Smuggler's Cove should not be confused with Pirate's Cove. It is an orthodox type of Adventure, complete with monochrome hi-res drawings of each location occupying the top lines of the display. Unlike most graphic Adventures, these pictures display quickly, and the overall time between commands is faster than a lot of games without graphics.

Another thing about the pictures — they change in accordance with the state of play. For example, in a cave with a ledge both described and clearly visible, I threw a rope with such skill that it hooked onto the ledge and was left hanging to the ground. This change was reflected in the picture.

On the minus side are disappointing omissions in vocabulary, and a barrel containing — no, not rum! — spiked shoes of all things!

I kept slipping off the ledge, and being offered a chance of reincarnation. Unfortunately my stars were always in the wrong house!

If you can stand the dialect, and the shocking pink border, not a bad, but fairly mediocre game for your Spectrum, me luvlies! It comes in a standard cassette box, with attractive inlay containing full instructions and background story.

Smugglers Cove
From Quicksilva for 48k
Spectrum at £6.95

Logic/Difficulty	**3**
Vocabulary	**2**
Plot/Theme	**3**

Keith Campbell

continued on page 24

Illustration: Roy Ingram

FEASIBILITY EXPERIMENT

"You have been chosen as the ultimate Warrior and you are the only hope of an almost extinct alien race".

And so it begins. You wander around in search of lost treasure.

On the way you will be presented with the alien's version of some of the most testing challenges from planet Earth's history (Dinosaurs, Robots, Lions, Roman Guards, and Gladiators) and you must overcome these dangers to recover the treasure.

This is another in the Mysterious Adventure series and uses the familiar split-screen format.

The game is quite difficult and takes quite some time to solve — days rather than hours — but isn't too difficult to map and it is fun to play and is guaranteed to hold your interest for some time to come.

The version played was for the TRS-80/Genie range, but many other versions are available, including ones for the Commodore 64, BBC, Spectrum and soon, Atari. Check ads for details.

Feasibility Experiment
From Digital Fantasia for Commodore 64, BBC, TRS-80/Genie, Spectrum and Atari. Price varies depending on the machine.

Logic/Difficulty	**4**
Vocabulary	**4**
Plot/theme	**4**

Simon Clarke

TIME MACHINE

The fourth dimension is opened up through an H. G. Wells-type time machine which can explore the past and the future.

But before the mysteries of time travel are revealed to you in Time Machine you must find the marvellous piece of equipment which gives the game its title.

The adventure starts with you lost in a swamp and you must tread very carefully to get to the old manor house. Getting in isn't too difficult, providing you have a slightly criminal mind.

Once inside, it is up to you to gather all the necessary clues for you to begin your task. It would spoil the game if I told you exactly what you have to do, but suffice to say that you must use the somewhat unreliable Time Machine to flit back and forth in order to complete your task.

I spent many enjoyable hours playing this game, and found it quite easy to get on with — once I'd got the hang of that damn machine. But I do have to make a confession: that I couldn't quite finish this game.

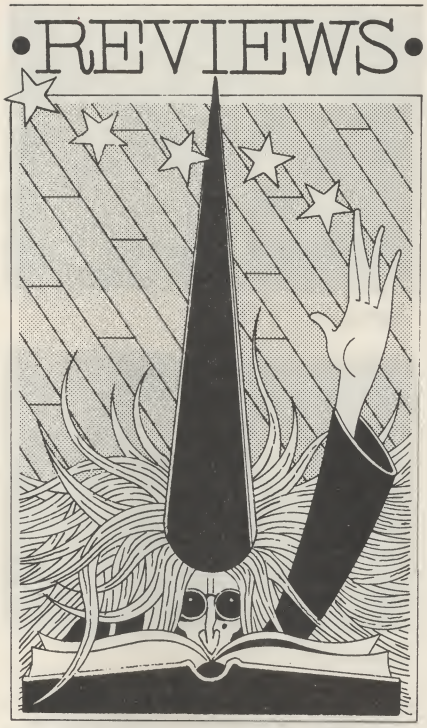
There is one point in the program where I have just drawn a complete blank. So Digital Fantasia, for the sake of my sanity, how do you break the generator?

Although I didn't finish the game, I think that I got far enough through it to say that it is excellent.

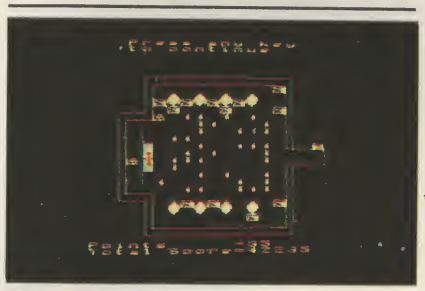
Time Machine
From Digital Fantasia for BBC, Commodore 64, Spectrum Atari and Dragon 32. Variou prices depending on micro.

Logic/Difficulty	**5**
Vocabulary	**5**
Plot/Theme	**4**

Simon Clarke



TIME



Time Traveller

TIME TRAVELLER

"An Adventure in time", is the legend below the title on the video-cassette sized case housing a computer cassette from Sulis Software.

The world "Adventure" on a software package always sends the blood coursing through my veins, so I picked up the package and loaded into my BBC Model B.

Some very effective arcade-type sound and visual effects accompany what is essentially a piece of educational software. The idea is that you answer a series of multiple-choice questions on each of 5 ages through history, to enable you to pass through a "time-gate" and return to the 20th century. After each series of questions, the player must negotiate a hazardous maze with a theme based on the age he is in.

Unfortunately, (perhaps), not having a joystick, I used the alternative keyboard method of negotiating the mazes, and found the response too sluggish.

I did a lot better with the questions, and even learnt that the Beaker People were not, (as I had always thought), children from the pre-Snatcher era of free school milk, but a tribe originating from Spain in the Bronze age.

Quite a natty little historical educational game — but not, as described boldly on the package, an Adventure! This is a pity, for I suspect that accurate historical Adventures could well find success in the educational market.

Time Traveller
Sulis Software, from John Wiley & Sons at £9.95 for BBC 'B', 48k Spectrum, Dragon and Commodore 64.

Logic/Difficulty	**N/A**
Vocabulary	**0**
Plot/theme	**0**

Keith Campbell

FATHER TIME

I sat and waited. And waited. And waited. I lent across the desk and picked up the cassette box and studied it for the fourth time. I stared at the screen in front of me to confirm that the game was loading in properly. It seemed to be. My goodness — or words to that effect — I thought, it can't be that long! Can it?

Oh yes it can, for this game is BIG! I don't think that it leaves much of your 32K memory left.

The game itself involves the player in a search for Old Father Time's hourglass and staff, and this task you must complete before the Sands of Time run out. You start the game in a forest with the ground covered in leaves. Haven't I heard this somewhere before?

After getting into the cave and through the large door, the going started to get quite tough, and I think that this is the only game I have come across that actually gets more difficult the further you get into it — very good for beginners and experienced Cave-Crawlers alike. This is as much as I can tell you at the moment because, well, you see, I er, sort of, like, didn't manage to er, finish it. Sorry!

This game can be wholeheartedly recommended. It is well thought-out, imaginative, fun, witty, challenging and well packaged. It costs £9.50 and is available from Bug-Byte and their dealers for the BBC A or B 32K.

Logic / Difficulty	**5**
Vocabulary	**5**
Plot	**5**

PEN AND DARK

Turning a book into an adventure proved a successful formula for the Hobbit and a new company Mosaic has set out to capitalise on it.

The Pen and the Dark is one of the first book/adventures to come out of the Mosaic stable and it carries out its task very effectively.

The story is one of the many in the book *The Unorthodox Engineers*, and whether you buy this game or not, the book itself is well worth reading! The main idea of the story is that you must investigate a strange area of "something" that has appeared that seems to have no logical explanation.

As I was lucky enough to get hold of a pre-production copy of the BBC and Tandy versions, I did not have a copy of the book that comes with the game to hand, so I therefore was playing the game for about a week before the copy of the book I ordered arrived from W. H. Smith's.

I found the game a little hard going without the book, but once I had it, it made everything a lot clearer.

One thing which really endeared me to the game was at one point I was at a loss for what to do next. So I read-up on the section of the story I was in and thought I had the answer. With baited breath I typed in the necessary sentence, and the computer responded with "Anticipating the plot will not improve it."

This is the first venture into software by Mosaic, and if the rest of their software comes up to this standard then they should be very successful.

Pen and the Dark will be available in January with more versions, including a Commodore 64 one.

The Pen and the Dark
From Mosaic for BBC, TRS-80/ Genie and Spectrum. Price is not yet known.

Logic/Difficulty	**4**
Vocabulary	**3**
Plot/Theme	**5**

LOST IN SPACE

Lost in Space is the sequel to *Franklin's Tomb* from Salamander Software. It comes complete with illustrated case file, which gives you graphics without using valuable memory space, and without slowing down the response.

Here, Dan Diamond finds himself transmitted from Franklin's Stargate to a spaceship.

His, or rather, your world is very limited unless you can deduce that one of the rooms is a lift. Pure guesswork is required, as there's not a hint that the ship even has a lift! Once discovered, try operating it!

Having learnt how to move from one level to another, I slowly explored the ship. This exploration was very slow, due to constant interruption from security robots who whisked me off to a location that takes about 10 moves to escape.

As far as I could tell, these arrests were random, and there was no way to prevent them until you learnt how to control the ship.

Dan Diamond, if he can negotiate the space ship, is in for a surprise or two. Ever tried Intergalactic Laxative? Powerful stuff — where's the laundry?

I enjoy a difficult Adventure, providing progress is possible using deduction and thought. *Lost in Space* is difficult, but some crucial steps are left to guesswork, and there is no HELP to give one a clue. An Adventure is easily made difficult if the obscure is not accompanied by a cryptic clue. After all, interpreting the clues or puzzles makes the game.

I spoke to Salamander Software, and requested a hint sheet. I was too early — the game had only just been released and the hint sheet was not quite ready. However, Salamander were most helpful with verbal clues, and I learnt about some disappointing red herrings.

•REVIEWS•

SCI-FI

"Be quiet — know more" is the motto of Sussex University — just that! There, and I had thought this was one of the puzzle-clues!

I played *Lost in Space* on a Dragon, and the response was sluggish to reasonable. As the BBC version was not due out until the 16th December, Salamander kindly let me have a BBC version of *Franklin's Tomb* ((which I had only played on a Dragon), so that I could compare responses between the micros. Not surprisingly the Beeb's was almost instantaneous, and the frustrations of the robots in *Lost in Space* could, I suspect, be more tolerable on this micro.

Frankly, Franklin, I was disappointed in you this time — but your game is still far better than a lot of other Adventures on the market. I await Fishy Business with hope!

Lost in Space
From Salamander Software for Dragon, BBC 'B' and Oric at £9.95

Logic/Difficulty	**3**
Vocabulary	**3**
Plot/Theme	**4**

Keith Campbell

SPACE ADVENTURE

Many Adventures are not what they seem. Some games described as Adventures are not quite what I would call a real out and out Adventure — but a mutant form of the art.

With the new Adventure format branching out into new areas, not least the graphic style Adventure mentioned earlier in this review section, perhaps there should be a standard industry code for all Adventure games.

For example a text only, classic style adventure game would be marked with a large T somewhere on the packaging. A maze type Adventure would be branded with a big M and so on.

This would make life easier for Adventure addicts everywhere — and games reviewers too! Enough of the great debate.

If such a code existed, Space Adventure from Pro Software, would rate code A for Arcade-type!

Space Adventure is for the BBC, and can be played with control keys or joystick. The object is to collect four power crystals from a large alien spaceship. The difficulty is, that these are locked away, and require four keys to open the rooms containing them.

Therein lies the snag. To get to the keys, you have to battle against Androids guarding the ship. You have phaser and blaster with which to zap them, but periodically may need to recharge these, plus your life support system, by using lesser power crystals scattered throughout the ship.

Space Adventure makes reasonable use of the Beeb's sound capability, and adequate use of its graphics.

Even as an Arcade game I found it difficult to play. It seemed to me illogical that my blaster was always pointing in the direction in which I was moving — therefore I had to start moving on a different course to alter my aim.

Space Adventure
From Virgin Games for BBC at £7.95

Logic Difficulty	**N/A**
Vocabulary	**N/A**
Plot/Theme	**2**

Keith Campbell

continued on page 24

SAVAGE ISLAND II

Of all the text-only Adventures ever written, *Savage Island Part 2* must surely take the prize for the most difficult!

It is not one of those difficult illogical games — it is difficult AND logical. I think!

You need to solve *Savage Island Part 1* to gain the password into part 2, or at least, persuade someone who has to part with the key. But believe me — if your Adventuring is not up to completing part 1, get some more practice in before attempting this one!

You're in dead trouble right from the start. One move from the location in which you find yourself, and your lungs will likely be splattered everywhere, for you find yourself in a vacuum. And you cannot avoid passing through it to get into the game!

Hydroponics, and a caveman in a glass case will be awaiting your solution of the vacuum. From there on I have done a little manipulation, but not really progressed much further.

What is the hangar for? What is the true use of the flower?

I have had one letter from a reader who had completed the game, but resisted the temptation to ask for some tips, because every now and again I feel masochistic enough to have another session. And usually, I find out just a little bit more!

This one is definitely a game for the experienced Adventurer — and preferably with experience of the Scott Adams series.

Savage Island Part 2
From Adventure International for TRS-80, Video Genie, Apple, Atari and TI 99/4a. Various prices depending on micro.

Logic/Difficulty	**5**
Vocabulary	**5**
Plot/Theme	**5**

Keith Campbell

SAGA

This is Scott Adams's classic first adventure — Adventureland — but with the added bonus of excellent hi-res colour graphics.

The plot is exactly the same, so anyone who has already completed the text Adventureland will not be interested in buying and playing the game again.

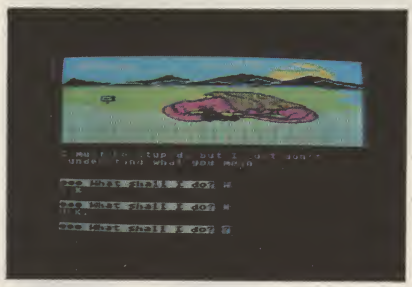
The version under review was played on an Atari 800 and the game came on two floppy discs. Booting the program proved no trouble at all, and while you have a short wait for all the information to be loaded in, you are treated to a very impressive title screen.

I won't go into too much detail on the plot as Keith covered it in an earlier issue's Adventure column, suffice to say that you must explore an enchanted world in search of the 13 lost treasures.

•REVIEWS•

Illustration: Roy Ingram

SCOTT ADAMS



Saga Adventureland

Obviously the main attraction of this game is going to be its graphics, and therefore comparisons with games like 'The Hobbit' and 'The Dark Crystal' are inevitable. It beats the Hobbit hands down. The Dark Crystal is better graphically, but the storyline isn't as good.

The graphics were created by Scott's own graphic editor, which you can buy, and judging from Adventureland's graphics, I think that it could well be worth investing in. The graphics really are excellent and — although I do have a strong preference for text adventures — almost worth buying an Atari and disk drive for.

There is little in the way of animation, but this fact is not really noticed when playing. The graphics are switchable. This I feel is an excellent feature and it's a pity more companies don't do it.

The program comes in an extremely well made and attractive box, containing the two discs (in protective sleeves) and a small handbook. I was impressed by the quality of packaging and the box should ensure that the discs are well protected from knocks and dust.

Thanks to Microdeal for the review copy. This and the other SAGA's are available from them and their dealers.

Saga Adventureland from Adventure International for the Apple II 48K disc and Atari 48K disc. Price £28.99.

Difficulty/Logic	**5**
Vocabulary	**5**
Plot	**4**

Simon Clarke

THE COUNT

This is the title of a new and difficult game from Adventure International, intended only for the most persistent Adventurer.

Even Scott Adam's himself admits that this is one of his favourites (see page 10), and they don't come more highly recommended than that!

Two small holes in your neck are the tell-tale clues to your peril when you awake in a strange bed in Adam's The Count.

From the brass bed, the adventure begins and continues through a spooky old castle which hides Count Dracula, and — just as important — a way to destroy him. It is not an easy task and will tax even the most hardened adventurer.

What makes this game really difficult is that you only have a certain number of days (three) to complete your mission and, in this game, the sequence of events has to be very carefully thought about. When the sun sets, you will find it quite dangerous without taking the necessary precautions that all good vampire hunters would take.

The Count dons his guise of a bat and flaps his way around the castle in search of a supple neck to chew — *yours!*

The game is exactly the same screen layout as other Adam's adventures but is the most frustrating of the bunch. I really wouldn't recommend it to anyone who hasn't got a lot of patience or enjoys a real challenge.

Despite being very frustrating and difficult to complete, it is an interesting game and one that will have you constantly returning to it to play it again, as opposed to giving up and returning it to the shelf to gather dust.

Nicely presented package and a bare minimum of instructions, reliably loading cassette, interesting game and challenging too.

The Count is available for a multitude of systems and differing prices according to which machine you have.

The Count
From Adventure International for TRS-80, Video Genie, Apple, Atari and TI 99/4a and Vic-20. Various prices.

Logic/Difficulty	**5**
Vocabulary	**4**
Plot	**5**

Simon Clarke

GOLDEN APPLE

The Artic Adventures A to D have a wide following among Spectrum and ZX owners, possibly because they were among the first in the field for the Spectrum. It was with interest that I took the plunge into *Golden Apple,* next in the Artic series.

Golden Apple is quite different from the *Ship of Doom Espionage Island* format. To start with, it is displayed as coloured text on a black background — giving it a different look from the black on yellow of the others.

Secondly, it is treasure-orientated rather than mission-orientated, except that to complete the game you must find the Apple.

Something about the game struck me as familiar. The instructions mention that the computer will be your puppet, and that you must collect and store 13 treasures.

When I reached a place telling me to drop treasures and type SCORE, I did, and was rewarded with the reply "You have stored 1 treasure. On a scale of 0 to 100 that rates 8". Now where have I seen that before?

A coincidence, no doubt. After all, if an infinite number of Adventure programmers write an infinite number of adventure games. . .!

The game had a fast response, and a number of single key commands made moving around simple and quick.

Unfortunately, there seemed to be no identifiable theme to the game. The treasures I did find seemed to give themselves up fairly easily, and for no apparent reason.

Who would suspect that a Silver Bar was lurking in a log, and would reveal itself when the log was chopped? And would you really expect to find an axe up a tree?

No — any similarity in wording to other Adventures is not reflected in brilliance of plot.

My verdict? Well written and worded, and pleasant to play, although lacking in artistry. Not necessarily quick to complete, but easy to get in to, and therefore perhaps a useful and rewarding Adventure for the novice.

Golden Apple
From Artic Computing for the 48k Spectrum @ £6.95 and 16k ZX81 @ £5.95

Logic/Difficulty	**3**
Vocabulary	**4**
Plot	**5**

Keith Campbell

LEOPARD LORD

There are mediocre Adventures and bad Adventures, but *Leopard Lord* from Kayde Software has that little something less that makes it one of the most awful I have had the misfortune to come across. Sounds bad doesn't it!

Valhalla. More details on this exciting game in the next issue's Adventure column.

FANTASY

It loads on a 48k Spectrum under plain cover, and stops — so you have to press RUN. You may soon wish you hadn't. If you ask for instructions, you learn that. "THE PEOPLEOF YARM HAVE OFFERED 1000 GOLD COINS TO RID THEM OF FORDEL, THE EVIL WIZARD". Who was this strange "Peopleof" I wondered.

You find yourself in a gloomy forest, and in so doing are treated to your first sight of *Leopard Lord's* tiring screen display.

The initial screen, displayed on a white background, gives details of location, exits, and objects.

These are well spaced out, exits and objects appearing in columns rather than rows. After each command the screen scrolls to redisplay, and as the display height is about ¾ screen height, the eyes soon tire of watching the screen and trying to decide where the new information starts. Another tiring feature is that commands must be entered as full words — no abbreviations allowed.

After a while, my eyes feeling like a reel on a one-arm bandit, I decided to BREAK and put in a CLS statement before the display. All was then revealed!

Not the key to the game, but the lack of care, thought, and expertise put into the program. As I suspected, the program was as sloppy as "PEOPLEOF".

A further look at the listing gave me the impression that whoever wrote it had not heard of a subroutine. Many lines read PRINT "YOU CAN'T": GOTO 20. There were countless repeated FOR/NEXT loops, and the Spectrum's missing ON × GOTO statement was overcome in an inefficient way. The vocabulary, directly assigned variables, was minimal. I got the impression that tightly written, this program could have fitted a 16k Spectrum. 16k owners are lucky to be spared!

The warning is there for everyone in Cleveland. Don't go blackberry picking in Yarm — or the deadly "Peopleof Hedgerow" will get you! And to friends and readers everywhere — don't even bother to pirate *Leopard Lord!*

Leopard Lord
From Kayde Software for the 48k Spectrum @ £5.95

Logic/Difficulty	**0**
Vocabulary	**1**
Plot	**1**

Keith Campbell

OCEAN HUNT

Epic Hero is the title of a series of machine-code adventures for the 16k TRS-80.

Deciding to start at the beginning, I tried my hand at the first *Epic,* entitled *Ocean Hunt.* Here, the player starts off by a wharf and boat, and the opening ploys are reminiscent of *Golden Voyage.* Moving on, the boat can be sailed to an island, complete with native woman — *(Espionage Island* without beads?) The furnishings of a cave give the feeling that here is a cross between *Savage Island* and *Mystery Fun House.*

Having got that off my chest, I must mention that there are other scenarios. And there are some unusual objects lying around that seem to have unusual uses!

What I found a little irksome was death without warning. OK, anyone venturing into a mouth could expect to get eaten — but being stabbed by the native woman for one's good looks seemed a little illogical!

I would summarise *Ocean Hunt* as "the mixture as before". If you like the mixture, then the chances are you'll enjoy this one!

Epic Hero 1 — Ocean Hunt
From Molimerx for TRS-80, Video Genie @ £10.06.

Logic/Difficulty	**4**
Vocabulary	**4**
Plot	**3**

Keith Campbell

Continued on page 24

GRAPHICS

ASYLUM II

"No! I won't do it! Never never never! I'm only just recovering from my full frontal lobotomy and I've managed to keep my hand-grenade and there's no way you're going to get me in **there**! Nooooooooo....."

Try as I might, I could not persuade Keith to enter the Asylum again. He even refused when I offered to tell him how to get to Egypt in 'Temple of Bast'. So with the sour knowledge that I could get no further in Asylum I, I entered Asylum II!

After the initial escape from the first cell and wandering around a while, I soon saw that not only had the author kept his very high standard of graphics, he'd improved them! Full 3D graphics depict the corridors and cells, offices, operating theatres, mazes and pay-phones.

With all the hi-res colour machines around these days it is easy to shrug-off such terms as '3D graphics', but remember, the Tandy is black & white, with almost nothing in the way of graphics — Asylum II's graphics are better than most games around for machines like the BBC, Atari and Spectrum.

Anyone that has played Asylum I will be pleased to hear that Asylum II is easier to get into, but is still an extremely hard game to solve.

Having solved Asylum's predecessors, Labyrinth and Deathmaze 5000, I was upset at not being able to complete Asylum II in the six months I have been playing it. But it is easy to wander round, you can flit back and forth from one problem to another, and this program is not short of surprises, so you won't get bored.

If you are considering trying an Asylum, the second would be the better to start off with as they aren't in any sequence. Asylum II is also very easy to map — apart from the mind-bending task of trying to draw a 6-sided square. "You can come out now Keith, I've finished." I never knew a man that size could fit under such a small table!

Asylum II from Microdeal for the TRS-80. Price £12.

● **Logic/Difficulty**	**5**
● **Vocabulary**	**5**
● **Plot**	**5**

Simon Clarke

MAD MARTHA II

After Mad Martha it was with great interest that I sat and waited for Mad Martha II to load into my Spectrum.

After a meaningless burst of flashing screens and unpleasant beeps you are asked your name, a trifle odd, as you are supposed to be taking the part of Martha's husband, Henry.

After answering, you are asked to select your skill level (1, 2 or 3), and this sets just how much time you have for your night-on-the-tiles.

More flashes and beeps and you are seated at a table on the beach, with the glorious Spanish sun blazing down.

The waiter appears and hands you a scented letter and you are treated to a short rendition of *Viva Espana*. The picture was quite nicely done and the music was very impressive indeed and a nice mood setter.

From then on, the game falls short of expectations.

When all the many bugs are ironed out, this may well be a passable game, providing you're deaf, have less than seven brain-cells, and the I.Q. level of a concussed bee!

Mad Martha II from Microgen for 48K Spectrum. Price £6.95.

● **Logic/Difficulty**	**1**
● **Vocabulary**	**1**
● **Plot**	**3**

Simon Clarke

CONTINUED

FANTASY

WONDERLAND

This game has sat on my software shelf for some time now, gathering dust — the mere thought of it sent me to sleep.

As I had both machines on the same desk and a separate T.V. for each, coupled with the fact I had a couple of hours spare while my car was worked on, I reluctantly loaded the Beeb and TRS-80 versions into their respective machines.

Loading was no problem on either machine and after a relatively short wait, I was off. The two versions appeared to be identical, although it soon became obvious that the BBC version's response time was much quicker.

So, it is possible that this game could overcome my pre-judgement of it? YOU BETTER BELIEVE IT!!

This game has probably the best plot I have ever come across. The various little tasks of the game are all based on nursery rhymes, but believe me, this is not a game for little children — it's hard! The responses are chatty and amusing and the location descriptions are very atmospheric. The object of the game is to recover treasure (what else! I bet your cupboards must be packed with gold and jewels by now!) and each treasure can only be gained if you apply the logic formed from the old rhymes. That was probably the hardest part for me, I never was very good at remembering nursery rhymes. I wonder what type of mentality the author has?

So wonderland gets a thumbs up, and the prize for the most misleading blurb goes to Molimerx of Sussex. You can get the game from them, but don't read their description or you might be put off an excellent game!

● **Logic/Difficulty**	**5**
● **Vocabulary**	**3**
● **Plot**	**5**

Simon Clarke

SCI-FI

PULSAR 7

This is the fifth in the Mysterious Adventures series and is loosely based on the box office smash hit horror film *Alien*.

After delivering some Redinium ore to a nearby planet, you are heading for home, complete with a playful little creature, for Earth's intergalactic Zoo.

But the creature escapes, plays in the remains of the ore and turns into a savage and bloodthirsty beast, devouring the rest of the crew.

You must find your way to the frail shuttle-craft and escape.

It is difficult to solve — I managed to complete it in one sitting, starting at 6 o'clock one evening and finishing at 3am the following morning.

I played the game on a TRS-80 as my Spectrum version had not yet come through. The Tandy version is text based, where most of the others, including the Spectrum, have graphics.

The program does have a large vocabulary and the response times are almost instant! I vote this game as one of the best in the series (second only to Circus). It is difficult in places and I wouldn't recommend it for a novice.

Escape from Pulsar 7 from Digital Fantasia for the 48K Spectrum, BBC, Atari, Commodore 64, Dragon 32 TRS-80, Colour Genie. Price varies depending on the machine.

● **Difficulty/Logic**	**5**
● **Vocabulary**	**5**
● **Plot**	**5**

There is a network of gamers spread all over Britain who play computer games without ever setting hand on the infernal machines.

They claim to be Starlords, to control whole tribes of warring nations or to be berserkers, space pirates or apostles.

These then are the computer moderated gamers, whose post can hold news of intergalactic holocaust, petty treachery or pleas to unite against a stronger foe.

The games are played by post with the players sending off orders for their fleets, tribes or armies which are fed into a computer and the machine correlates all the information and works out the outcome.

This is returned to the players who can then see how their efforts fared and whether they were double-crossed by their allies, routed by their enemies or had run the entire fleet into a planet they didn't know existed.

But the reading of the latest reports and compiling of orders is only a small part of the game. The battles are usually won or lost in the rounds of hectic negotiating and bartering over the phone with opposing players.

Double crosses, threats and unholy alliances are all part and parcel of the game. But there is also a camaraderie built up between the players as between 10 to 50 can take part in any one game.

The games cost around £1-£2 a turn and a few of the most popular are: Starlord, Tribes of Crane and Starweb.

If you want to enjoy adventuring without the necessary inflexibility of computers then you have to look to fantasy role playing.

The original and most successful fantasy role-playing game is Dungeons and Dragons. The game is played by an alter ego. Each player assumes a character: thief, fighter, wizard or cleric; and a race: elf, dwarf, halfling or human.

The choice of character is narrowed down by first throwing dice to discover six attributes, Dexterity, Strength, Charisma, Intelligence, Wisdom and Constitution. Each attribute helps to form the character and a seventh throw equips him through a starting amount of gold pieces.

With these he buys armour, weapons, potions and supplies and he then sets out to begin adventuring.

This is just the prelude to the game which involves several players, each representing one such character, delving into a dungeon which has been designed by a referee or dungeon master.

FANTASY GAMING

Adventures appeal to the escapist in us, who yearn to roam fantastic worlds unfettered by the conventions and restrictions of society.

Instead of being accused of living in a dream world, adventures let you enter someone else's dream and blunder against its boundaries as you learn to thrive within it.

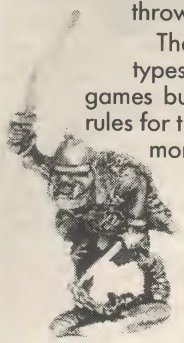
The most successful adventures are more than logic puzzles and exercises in lateral thinking, they contain a well-worked plot, surprises and interesting characters. To enjoy an adventure it is important to be able to believe in it.

There are many other ways that games can take the player into a fantasy world where he must use his wits to play and win. Here Terry Pratt looks at a few.

Guided by a book of rules, he has invented a dungeon of many levels which features monsters, villains, victims and treasures. The players act together to defeat as many monsters and earn as much treasure as they can before escaping with their lives intact.

Each monster killed and treasure gained, results in experience points which helps the character become stronger and more capable. Wizards cast spells, fighters wield swords, thieves climb and sneak and clerics heal and ward-off the undead.

A successful party should be well balanced with all characters and well equipped. They should also have the wit and imagination to react quickly to all that the dungeon master has ready to throw at them.

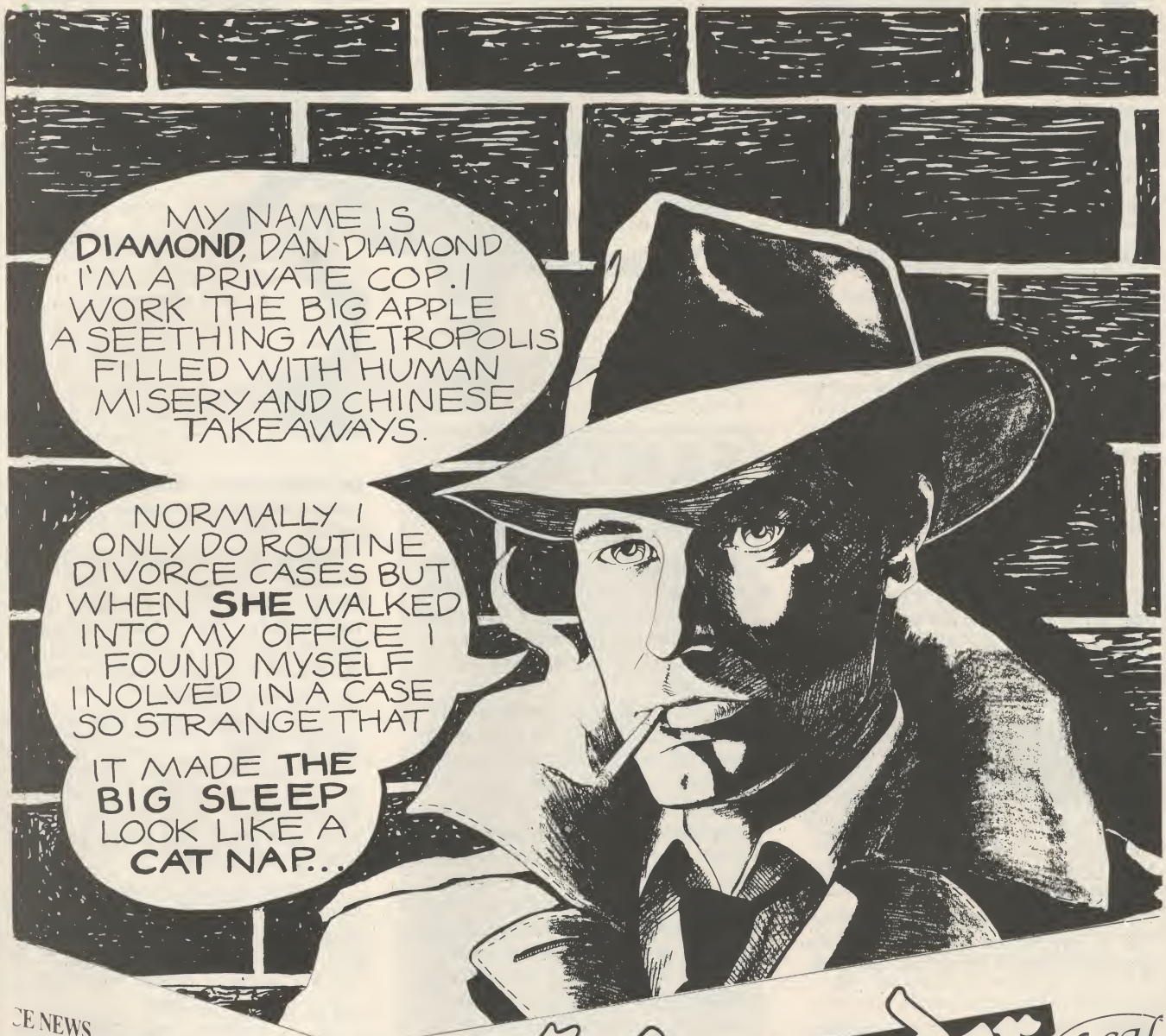


There are many other types of fantasy role-playing games but all feature a book of rules for the worlds, treasures and monsters and a set of dice to decide all conflicts and other decisions according to carefully worked out tables.

The games do not pit one player against another but encourage teamwork and even the dungeon master is not expected to kill the party, merely to create an entertaining adventure which challenges without over-whelming the party

A great time can be had by all as you take on the role of a wizard or an orc and let your hair down!.

Other role-playing games include: Runequest, Traveller and games like Bunnies and Burrows — a kind of adventure Watership Down.



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PRIVATE DETECTIVE DISAPPEARS

Police are baffled by the disappearance of Dan Diamond. He was last seen approaching the eerie edifice known as Franklin's Tomb, but the authorities are completely unable to find any trace of him. Citizens are asked to report any information relating to his disappearance immediately. For further details, buy FRANKLINS TOMB, a new adventure game for the BBC MODEL B, DRAGON 32 and 48k ORIC-1. This adventure comes complete with a 24-page illustrated Case File. £9.95 from BOOTS, SPECTRUM, COMPUTERS FOR ALL, WEBSTERS and all other purveyors of quality software.

BANANA DICTATOR SLIPS UP

El Toro, dictator of

2 DEAD IN EVEREST TRAGEDY

The Everest Expedition ended in tragedy yesterday as Carl and Fred plunged down a crevic to a grisly death. Han the expedition lead was quoted as sayi "Yuk". *Continued on pag*

COLD WAR ON XARG ESCALA

Thousands dead in Ice Storm

Muduras the Mu said yesterday wished I never star

CE NEWS

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HUNT WINS GRAND PRIX

At yesterday's Monaco Grand Prix, a hunting party strayed onto the track at the climax of the race. Cars were halted as the hounds rampaged around the circuit. "The whole place has gone to the dogs," one driver was reported as saying. The race was restarted; riders and drivers battled bitterly around the course before the Hunt thundered past the finishing line to take the chequered flag (it hasn't been seen since).

PLAYER WINS OPEN

Eagle eyed spectators were privileged to see player score a birdie at fifteenth. The at

DRAGONFIRE

Dragonfire rushed on to the adventure game scene earlier in the year amidst a blaze of television advertising.

The game is a very simple one and, despite involving dragons, a castle and a young prince it owes more to the shoot 'em up style of game than to a strategy adventure.

You have to run across the castle drawbridge ducking to avoid the balls of fire being hurled from within the walls of the castle.

Once safely over the drawbridge you find yourself in the treasure room surrounded by glittering goblets, candelabras, lamps, urns, and pieces of gold.

The only other slightly complicating factor which I ought to explain is that each room contains an enraged fire breathing dragon.

The game is one of Imagic's best offerings this year for the Atari VCS and now also available on the Intellivision.

Theme	**4**
Graphics	**4**
Playability	**3**

E.T.

The second Spielberg adventure game — based on the blockbusting movie E.T. is every bit as difficult as Raiders but does not reach the same high standards.

The plot sticks very closely to that of the film you have to help the little alien assembled his intergalactic telephone.

The various bits of ET's phone are hidden around the four screens of the game. When you find a piece it is collected by making contact with it.

Once he has assembled the phone ET has to go to the forest and call up his alien friends — who will then beam down from the stars and rescue him.

Two other characters floating around in the game can often fleece ET of the various bits of his phone, and in the case of the FBI man, cart him off to jail.

Also after our little alien is a scientist who wants to experiment on him.

This game suffered from being rushed out to coincide with the film release.

You may love ET but there are far better adventure games available for your VCS than this.

Theme	**4**
Graphics	**3**
Playability	**2**

PITFALL

The hit adventure game of all time on the video games systems is undoubtedly Activision's Pitfall.

Another treasure seeking game with obstacles on route. You are Pitfall Harry running from left to right across the screen leaping over crocodiles, swinging from ropes, and dodging scorpions as the jungle background scrolls by.

Pitfall is a race against the clock as well as a challenge to overcome the enemies encountered as you run.

Solutions to Pitfall are as plentiful as cures for the common cold. I just can't get enough of this game.

Theme	**3**
Graphics	**4**
Playability	**5**

Dragonfire

Dragonstomper

Treasures of Tarmin

Video games adventures are a different type of game to computer adventures — though no less popular. The main difference is that all the action on screen is controlled by the player's joystick. There is no keyboard for typing in sentences of possible solutions — though in the case of the Intellivision and ColecoVision the keypad will enable the player to select certain options. Here we bring you reviews of some of the more successful video game adventures.

TARMIN

The best selling games on the Intellivision are its series of Advanced Dungeons and Dragons games.

The latest of these is the three dimensional maze challenge — Treasures of Tarmin.

Deep inside the island fortress of Tarmin lies the priceless treasure guarded for centuries by the forces of evil.

To recover the treasure you must avoid being killed by the monsters who inhabit the corridors.

As you travel you will find certain artifacts dotted around the corridors which you will find useful.

This is a challenging adventure game where you have to plan your route very carefully. A must for D&D fans.

Theme	**3**
Graphics	**4**
Playability	**4**

RAIDERS

This time last year just about every game coming out of Sunnyvale was an adventure — Stephen Spielberg's licensed titles prominent amongst them.

Raiders of the Lost Ark is one of the toughest VCS adventures ever and has resulted in many a gamer tearing his hair out to late into the small hours.

You play the part of Indiana Jones intrepid archaeologist and explorer in his quest for the Lost Ark of the Covenant.

The game is played using two joysticks — one to move Indy around the screen and the other to select the items which he needs at certain points in the game.

No less than thirteen screens of action and dozens of artifacts to be chosen at the correct time make Raiders a considerable intellectual puzzle.

A challenging game for around £20.00.

Theme	**5**
Graphics	**4**
Playability	**4**

DRAGONSTOMPER

The biggest adventure ever written for a video games system is Starpath's Dragonstomper.

The game runs in conjunction with the Supercharger which enables the game to be fed into the VCS from cassette tape in three parts. You wander a mystic land under the evil spell of a Dragon who has the countryside gripped in a reign of terror.

The Supercharger gives this adventure the feel and play value of a more complex computer adventure game.

Theme	**4**
Graphics	**3**
Playability	**4**

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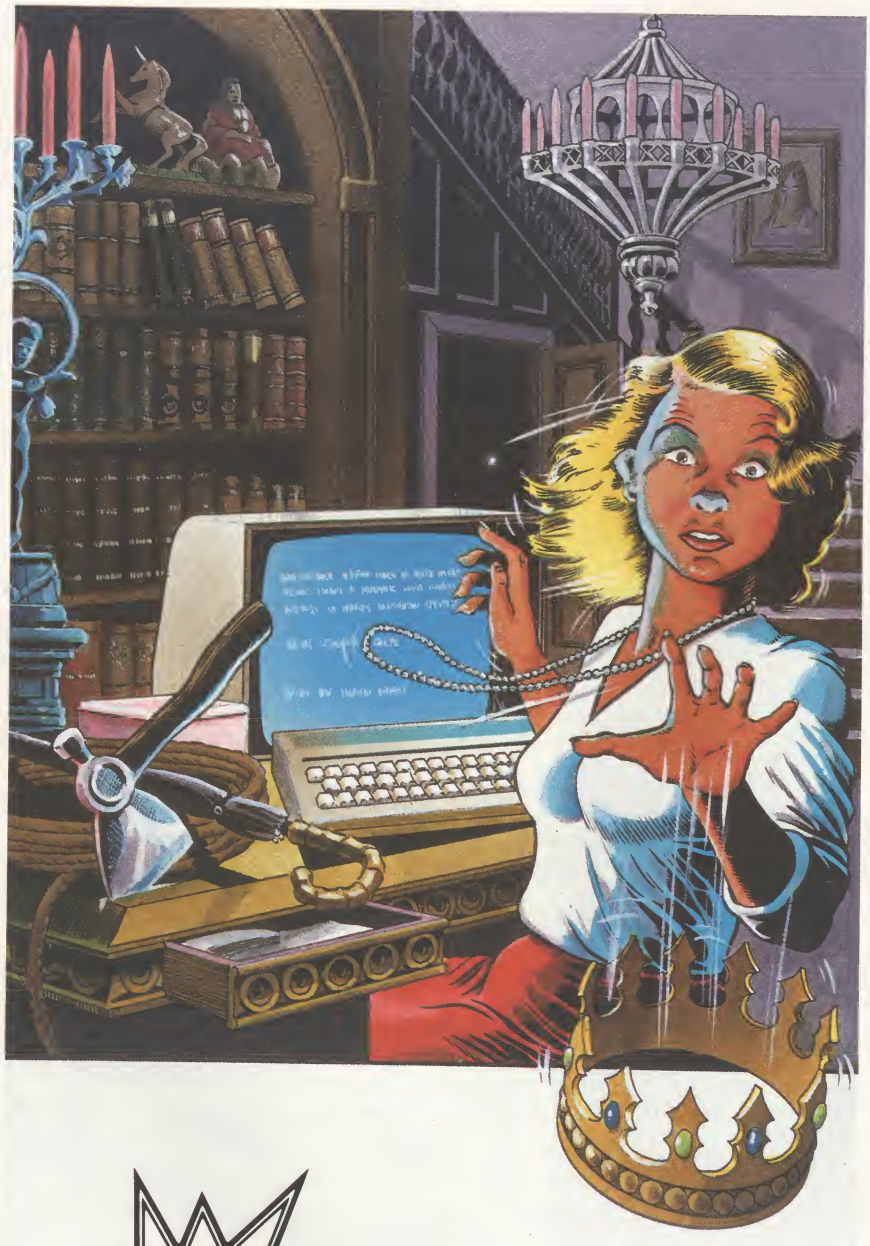

In this unique book, Keith Campbell will lead you through various facets of adventure games, including the history of adventure games, how to play them and a hall of fame.

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Stand alone against Sinister Crabmen and Mangled Mutants.
Author: T. P. Watts.

RING OF POWER
Search thru' the kingdom for the mystical ring.
Graphics/Text Adventure.
Commodre 64.
Authors: Fred Preston & Bob McClemont.

AQUAPLANE
Ski thru' Marine Maniacs but beware the deadly snapping Sharks.
Commodore 64 (Joystick or Keyboard).
Designer: John Hollis & Programmer Steve Hickman.

PURPLE TURTLES
Turtle bobbing with the cute Purpilius Turtiliorum.
Commodore 64 (Joystick or Keyboard).
Authors: Mark & Richard Moore.

BBC PROGRAMES

MINED-OUT
Save Bill The Worm from Certain Death.
BBC model B 32K.
(1·0 + 1·2 operating systems only).
Authors: I. Andrew & I. Rowlings.

BEEB-ART
High Quality Art/Design program for versatile manipulation of the BBC's graphics ability.
BBC model B 32K.
Author: Dave Mendes.

THE GENERATORS
Superb Character + Teletext Utility.
BBC model B 32K.
By the author of Beeb-Art: David Mendes.

SPECTRUM GAMES

VELNOR'S LAIR (Adventure)
Battle of Denizens of the Goblin Labyrinth and the Evil Wizard Velnor.
Spectrum 48K.
By Derek Brewster of Neptune Computing.

SMUGGLERS COVE
You are caught in a fable full of horror and Black Beard's Treasure . . .
Spectrum 48K.
Author: John Keneally.

TRAXX
Pilot your way thru' the Grid.
Spectrum 48K
Designer: Jeff Minter.

GRIDRUNNER
Spectrum version of VIC 20 No. 1 best seller.
Spectrum 48K (16K).
Designer: Jeff Minter.

AQUAPLANE
Aquatic Action!
Spectrum 48K.
Author: John Hollis.

XADOM
Battle through a sophisticated alien maze on this Arcade/Adventure.
Spectrum 48K.
Author: Mike Muscoff.

3D STRATEGY
A battle of Nerves and Wits. Faster than a speeding bullet!
Spectrum 16K.
Author: Freddy Vachha.

BUGABOO (THE FLEA)
No fleas on This Program!!
Itchy Action!!
Spectrum 48K
Author: Indescomp.

SOFTSOLID 3D ANT ATTACK
Battle the ants in the walled city of Antescher.
Spectrum 48K.
Authors: Sandy White

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COMPUTER & VIDEO GAMES

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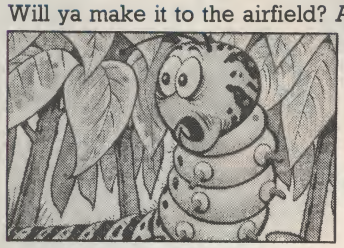

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Jeff Minter offers up this early 64 space shoot-'em-up as he challenges you to save a planet from a meteor storm.

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It's going to take us more than one issue to tackle this masterpiece. It's a graphic adventure in the land of the giant apes. Sharp MZ-80K owners start here.

Extra, extra . . .

The ever-popular computer adventure is starting to make inroads into the arcade games sales.

In recognition of the new lease of life being enjoyed by adventures we have a 28 page supplement in this magazine, devoted to Adventure.

Put together by our regular helpline experts, Keith Campbell and Simon Clarke, we have seven pages of Adventure reviews.

There's news of new Adventures shortly to be released, our regular Helpline for those in trouble with particularly knotty problems and a great competition if you can fit our 12 strange objects into our 19 peculiar locations and give us an adventure plot.

We interview Scott Adams, "Mr Adventure" in the US and Philip Mitchell, Melbourne House's Hobbit mastermind from Australia.

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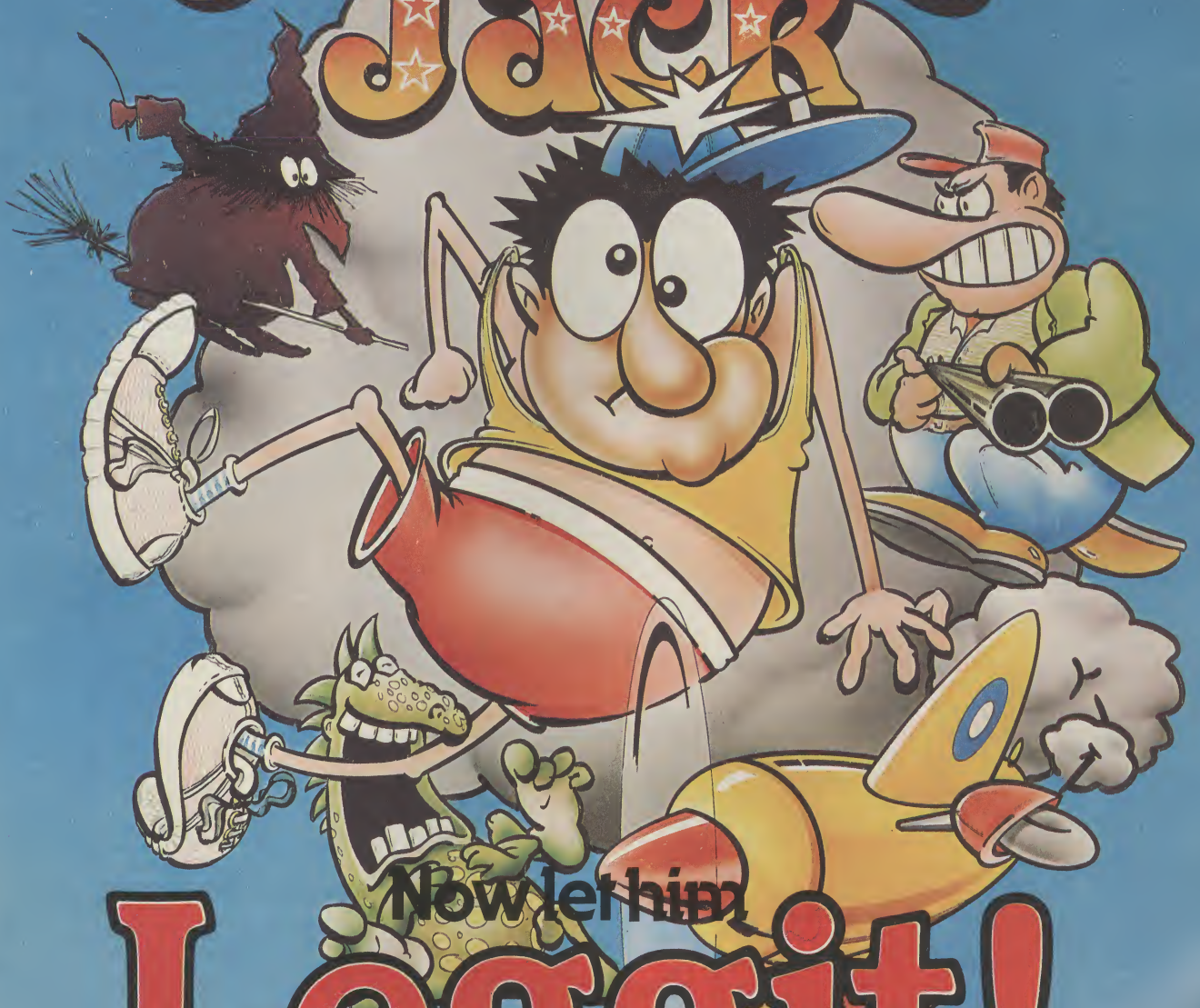

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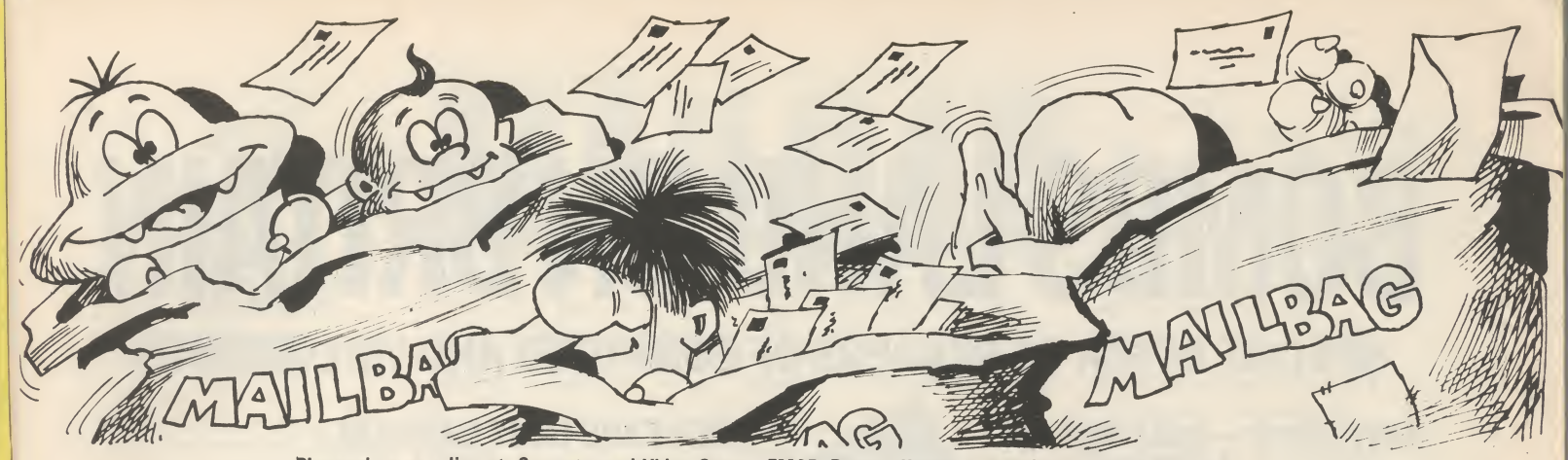

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CHILDISH TRIPE?

Dear Sir,
Print this if you really want to put the cat in among the pigeons! I bought a Spectrum a few weeks ago purely for game-playing, after all, I thought, there must be a decent selection of fairly intelligent games for 35-year-old old-timers like me.

But ye gods!! 90 per cent of games software seems to be puerile childish tripe with serious stuff hard to find. I think it's an absolute disgrace that all people can find to do with their miraculous micros is to chase aliens and such like across the galaxy!

Perhaps game designers are to blame, I don't know, but things are in a sorry state if they haven't the brains to produce games to tax the imagination at least a little!
Mike Goodwin,
Leicester.
Editor's reply: Well, what do YOU think?

NUMBER TROUBLE

Dear Sir,
I own a 48k Spectrum and I have a problem. Please could you tell me if there is an address in the micro in which I can poke a number, switch the computer off and then on again, peek that same address and still find the same number poked in it?
Tim Allen,
Tonbridge,
Kent.
Editor's reply; There are two types of memory chip in a computer: Random Access Memory (RAM) or Read Only Memory (ROM).

RAM can be freely poked to alter its contents, but loses its value when the power to the computer is turned off. ROM, on the other hand, is programmed at the factory and cannot be altered by POKE. It does, though, retain its contents even if power is turned off.

So, unfortunately, there's no way of poking into the Spectrum's RAM and having the value still there if you turn the machine off and then on again, except if you buy a special RAM pack which has a small built-in battery.

FURTHER ADVENTURES

Dear Sir,
In the August issue of your excellent magazine, you published a letter from Mr. J. Bull of Eastbourne. In this letter he wrote of a Donkey Kong machine with gaps in the beams for our hero Mario to jump across.

This game is called Donkey Kong Part II made, if my memory serves me correctly, not by Nintendo but by a games company called Falcon. I have played Donkey Kong Part II in South Africa and Greece and found it was much the same as Donkey Kong apart from slight screen variations. Also it has a delightful little scene at the beginning showing Kong breaking out of prison.

On the first screen, there are the afore-mentioned gaps in the beams, but these need not be encountered as you can "jump" a whole screen as in the normal Donkey Kong.

This is done by climbing up the first ladder, then nudging the joystick twice to the right so Mario still has his back to the player. Now, by jumping to the right our knight in shining boiler suit jumps off the beam and slides down the right of the screen onto the next one — the pie screen.

On the plug screen, any contact with Kong loses one of Mario's lives, but jumping off the top to elude fireballs is still possible on this version. Mario just bounces back up on reaching the bottom unhurt. This requires perfect timing.

Another trick to prolong Mario's life and collect more points is by dropping the hammer on the pie screen, but only on level two upwards, when, on Donkey Kong Part II the conveyor belt moves faster, so Mario must jump against its movement to get anywhere.

It is achieved by moving to the right of the screen on the lower conveyor belt, picking up the hammer on the way. On reaching the side, simply nudge the joystick to the right and it will leave the hammer, bashing away, while Mario hops off to collect a high bonus.

The hammer destroys everything that it touches giving points for this at the same time. Even when the hammer disappears after a while, pies etc, still get bonked by an "invisible" hammer.

As of yet, I have not seen Donkey Kong Part II in Britain. Perhaps other readers have?
Stephen Brown,
Chepstow,
Gwent.

TINKERING WITH TI

Dear Sir,
I am 14-years-old and own a TI99/4a with Extended Basic, a speech synthesiser and a few other peripherals as well.

I have found out, totally by accident, something rather interesting on the TI99/4a in console or Extended Basic.

Type 10 REM and then fill it up with as many control characters as it will let you, I often use CTRL and the comma key as this seems to get the best results. Now enter the line and edit it.

Instead of being blank as it was when you typed it in, it is full of various other characters. The beginning of the line will go off the top of the screen and perhaps the screen will change colour or do something else unusual.

Now move the cursor around, even though you can't see it, using the cursor keys — FCTN and GCTN — and you should see pretty interesting results.

If the system crashes, don't panic, just switch it off wait a second or so and then switch it on again and everything should be alright. Have fun and experiment and you might find something new about your TI.
Stephen Morecroft,
Stalybridge,
Cheshire.

BEATING THE KILLER . . .

Dear Sir,
I would like to point out that in Killer Gorilla Mario will only fall down for no apparent reason if the bonus score runs down or if you stay still too long. In fact, the only thing I find difficult is getting onto the lifts on the 3rd screen — from then on it's just a case of looking out for fireballs and iron beams.

By the way, is all software for the BBC model B compatible with the Electron and is there a Zaxxon game available for either the BBC or Electron?
Mark Dodwell,
Highcliffe,
Dorset.
Editor's reply: Thanks for your tips Mark and yes, most BBC software will work on the Electron, but I suggest you check with the software company before you buy the program. Zaxxon isn't available for the BBC yet, but if one appears, you'll read about it first in our Games News section.

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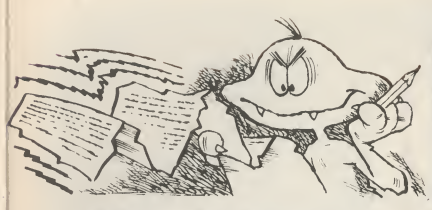

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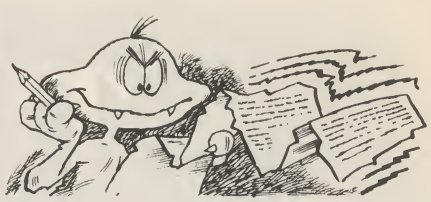


MY SEARCH FOR KONG

Dear Sir,
I am writing for advice on which Donkey Kong cassette is the best value for my Vic-20 with a 16k expansion.
Carl Toole,
Blackburn,
Lancs.

Editor's reply: We huddled together in the office to debate your question Carl and came to the conclusion that the Anirog version is about the best. Although quite frankly we have yet to see a really good Kong for the Vic.

TALKING MY LANGUAGE

Dear Sir,
I have a Vic-20 with a 64k Rampack. I would like to know if games for the Commodore 64 would be compatible, in particular *The Hobbit.* Also could you tell me what language, apart from Basic, can the Vic-20 be programmed in?
J. Campbell,
Falkirk,
Scotland.

Editor's reply: I'm afraid the Hobbit isn't compatible with the Vic, Mr. Campbell. The only games that are compatible will be text-based. Forth and Assembly Language are available on cartridge from Commodore.

CRASHING SPECTRUM

Dear Sir,
Three months ago I decided to get my trusty 16k Spectrum upgraded, and as it was still under guarantee and I didn't want this invalidated, I duly sent my fully operational machine off to Sinclair Research with the required £40.00.

Now, three months later, I have just returned my machine for the THIRD time, as it appears the infamous Sinclair bugs have been at work again. My once fully working machine crashes every time Sinclair send it back to me. Sinclair seem only too happy to take my money, but they don't seem too keen on giving something back in return. So all you 16k owners — beware!
M. Gilpn,
Woking,
Surrey.

PUBLISHING YOUR GAMES

Dear Sir,
I have recently started buying your magazine each month, and have seen that you publish readers' programs. Could you please tell me the correct procedure for submitting such programs? Is a listing and/or cassette required and would you also please give me details of payment and copyright?
M. D. Reeve,
Derby.

Editor's reply: A program has a better chance of being published if it has an original and interesting theme.

All our games are tested by our review team, so it may be a couple of months before you know whether your program has been successful.

As from this issue, we will be choosing one listing which will become the Game of the Month and the author will receive £25.00. We pay £10.00 for all other games. We retain the first British publishing rights but the copyright remains with the author.

You should send us a tape and a listing, along with one of our software forms found elsewhere in the magazine. If you can't manage a listing just send us a tape and we'll arrange to get a printout. Most importantly don't forget to include your name and address!

DANGEROUS ELEVENSES!

Dear Sir,
I have just spilt a cup of coffee onto one of my Atari discs with a program on it — and now doesn't work!

Please could you tell me if there is a program available somewhere in the UK that would enable me to make a back-up copy of my extremely expensive Atari discs and if so where can I get my hands on it? I have tried many shops but with no luck.
J. Eatough,
Blackburn,
Lancs.

Editor's reply: Unfortunately there is no way of recovering the coffee-flavoured disc, but there are programs available in the classified adverts section of various magazines which claim to be able to back-up discs.

I suggest you write to one of these and ask exactly what this program will do. Please remember that although you are entitled to make a back-up for your own use, it is illegal to sell, lend or hire these copies.

AN UPSET DRAGON . . .

Dear Sir,
Ten months ago I bought a Dragon 32 for Christmas. Six months ago things started to go wrong. First its so called "reliable" tape recorder stopped recording programs for me, then I found the joystick ports were mixed up — that is I had to use the right hand commands for the left joystick and vice-versa!

It has now been a month in the workshop and it doesn't look as if it will be out for quite some time. My friends have experienced similar problems on their Dragons.

So now I'm faced with the problem of buying another computer. I was going to get a Vic-20 but I heard it was going off the market so I am thinking of buying a ZX Spectrum. Can you tell me if it has a good cassette player for loading and recording programs?

Also is Pimania still available for it as I was going to buy it for the Dragon before the cassette became faulty?

Also could you recommend a good word processor?
Martin Thomas,
Co. Dublin,
Ireland.

Editor's reply: Firstly, there has been no official announcement from Commodore that the Vic-20 will be taken off the market. In fact it is selling very well and there is a lot of software available for it.

If you are thinking of buying a Spectrum, don't let the thought of the cassette loading put you off. The machine should work with most cheap recorders without trouble. If you are looking for a word processor — try the Tasword II.

GAMES FOR THE 64. . .

Dear Sir,
I would like readers to reassure me on a few facts. This Christmas I am getting a Commodore 64 home computer which in my opinion is the best computer for about £200.

Although a lot of British written software is now available, a vast amount of software from America is also attainable.

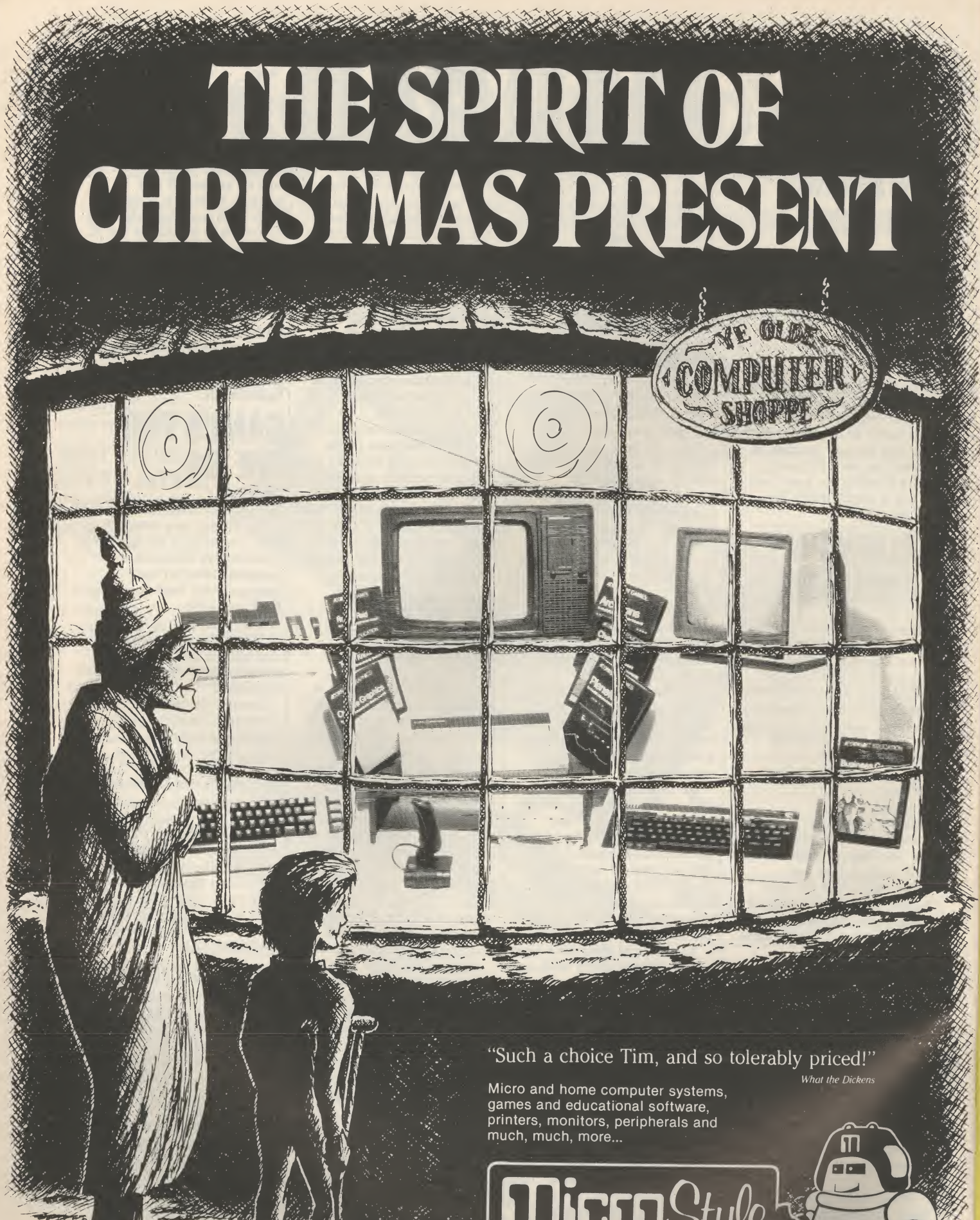
Most of the latter programs, mainly games, have been based on existing Atari software and some friends have said that these programs seem to be badly programmed or not as good as their Atari counterparts.

As these friends own Atari micros and will be biased I do not know whether they are telling the truth. Also one of my favourite games, Choplifter, is said to be better on the Atari 800 than the Commodore 64 on graphics. As I haven't seen Choplifter on the Commodore 64 I would like to hear other Commodore owner's opinions to put my mind at rest.

I can't see why Commodore 64 games shouldn't be as good as Atari ones. As for the sound, the Commodore 64 is far superior and as to some of the puny sounds on some Atari games these could be vastly improved using the 64.
David Gardner,
Fleetwood,
Lancs.

Editor's reply: Well David, so far we've seen some pretty good games for the 64 — but we'll call on other 64 owners to tell you what they think.

THE SPIRIT OF CHRISTMAS PRESENT



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What the Dickens

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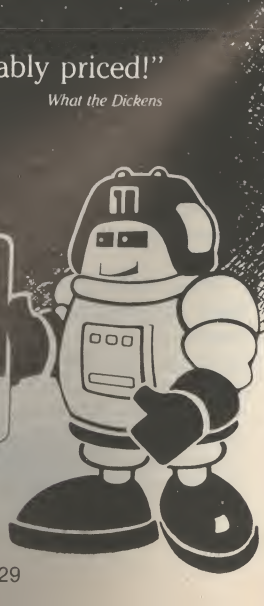

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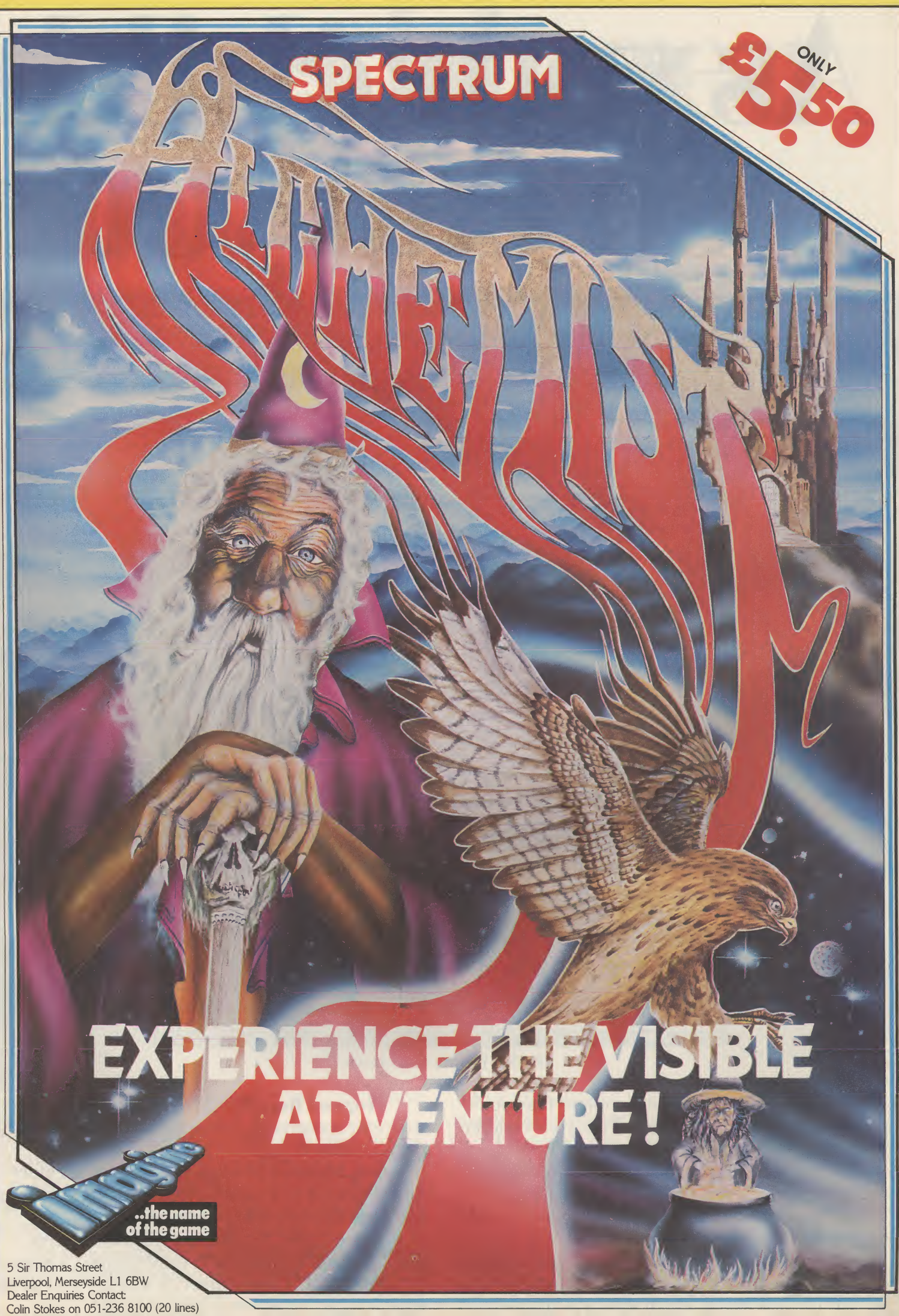

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so can your A

600XL Home Computer.

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With the new ATARI 600XL™ you need have no such fear. Because the ATARI 600XL was not just designed as a home computer, it's designed to build into a complete computer system.

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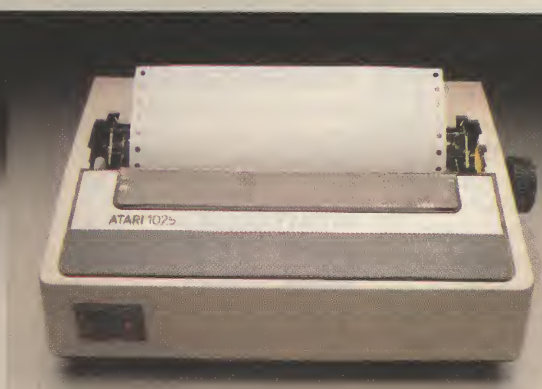

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Of course, you won't need them all now. Your children have first got to learn to master the computer itself. But when they have, and believe us they will, the ATARI 600XL can handle it.

For more details write to: Atari International (UK) Inc., P.O. Box 407, Blackhorse Road, London SE8 5JH.

The new Atari XL home computer system.

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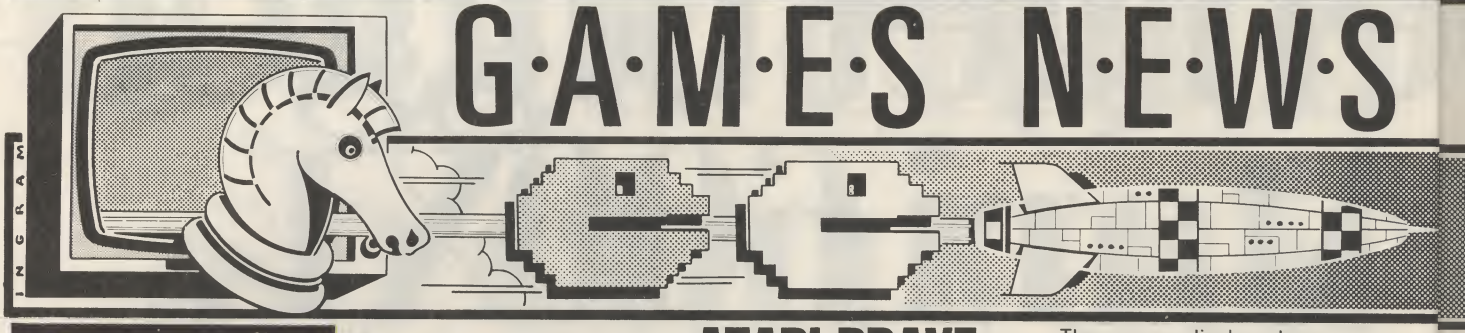


CHATTING TO YOUR HOME COMPUTER

MICRO COMMAND

Having a quiet chat with your computer will no longer make you a prime candidate for carting off to the funny farm.

You'll be able to chatter away to your hearts content when you plug in this latest interesting add-on for the Spectrum from Vantage Systems.

Micro Command is a new add-on expansion for the 16 or 48k Sinclair Spectrum which will soon make conversations with micro computers common place. The box plugs into the back of the Spectrum and is designed for use with specially commissioned games.

Virgin Games is one software house that is known to be supporting Micro Command with games adapted from their present range.

Micro Command operates by prompting the player to say a particular word three times, for example left or right, and is repeated for all the game's controls. The program re-checks each entry at the end to make a comparison with the words stored in its memory.

The add-on is supplied with a microphone and lead, a detailed instruction manual and demonstration program, which lets you play a shoot-em-up game by just telling it to move left, right and fire.

It all sounds like a *remote* controlled version of *The Golden Shot*. You may not remember the TV show which involved Bob Monkhouse, several apples, a crossbow and Bernie the Bolt. You just don't know what you missed! Anyway — back to the technical stuff . . .

Micro Command is claimed to be the world's first word recognition device available for a home computer, and what's more it's British designed and manufactured.

Vantage Systems, the manufacturers of Micro Command are considering launching a Commodore 64 version and maybe one for the BBC micro if there is sufficient demand.

Micro Command will be available in early December by mail order from Brighton based Vantage Systems for £50..

ATARI BRAVE BRAND NEW FRONTIERS!

ATARISOFT

Atari have decided to extend their range of software to other home computers as well as for the 400/800 and 600XL.

Atarisoft, formed just over a year ago by Atari International, have recently launched a new range of arcade based games for the Spectrum, Vic-20, Commodore 64, BBC, Dragon and Texas.

Said Atari: "Our aim is to bring quality games to other home computers with the aim of keeping them as close to the arcade original as possible." They include such old-time favourites as Pacman, Defender and Robotron as well as some more recent titles like Dig Dug and Centipede.

Having bought the licences to manufacture these games, Atari are now in full swing providing more software for this already overcrowded corner of the market. However it would be nice to see some original titles for the hoards of hungry micro owners instead of yet another version of Donkey Kong or Galaxians.

The games will be available in cassette or cartridge form and the prices range from £14.99 to the more usual £29.99.

IMAGINE GET ALL TANKED UP

STONKERS

War Games are fast taking over from shoot-em-ups as the most popular kind of computer game.

With this in mind Imagine have released Stonkers — a tank battle simulation played against the computer.

The game is a three dimensional hi-res tactical war simulation. Your aim is to outsmart the computer's tank battalion and crush the enemy's army.

The screen display shows a large scale map of the battle field. The program also allows you to have close up shots of various scenes anywhere on the large map.

All the graphics in the game were designed by a team of professional artists. A musician was also employed to make sure that all the sound effects were just right.

Imagine's other Christmas release is Alchemist. The game is a real time graphical adventure in which you play the role of a wizard.

The Liverpool firm are also offering a special Christmas package of Molar Maul and Ah Diddums for £9.50.

The other two titles will both sell for £5.50. Stonkers is available in late November and Alchemist should hit the shops just before Christmas.

WANT TO BE A ROCK SUPERSTAR?

K-TEL

K-Tel, the cut price record people, will be entering the software market with a big bang in the next couple of months.

They will be launching six new games for the Spectrum and four for the Vic-20 in a series of double-sided cassettes in an effort to capitalise on the Christmas market. Not a new innovation perhaps but good value for

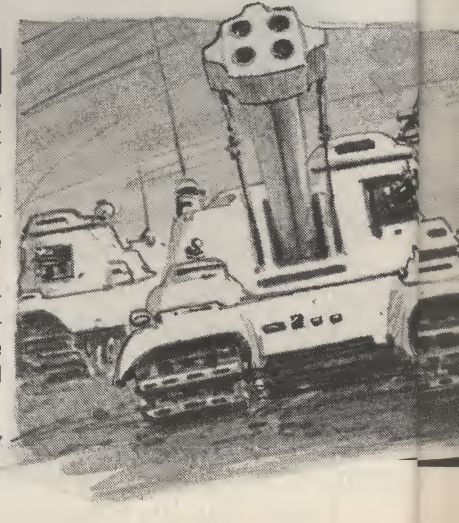


Illustration: Dorian Cross

G·A·M·E·S N·E·W·S

money with each cassette containing two games.

Featured on the Spectrum will be It's Only Rock 'n' Roll — a role-playing game where you become a budding pop star and Tomb of Dracula, an arcade style game for the 48k micro.

Arena and Alien Swarm are good old shoot-em ups and run in 16k with The Battle of the Toothpaste Tubes coupled with Castle Colditz, a text adventure game for the 48k Spectrum.

Games for the Vic-20 will include SupaVaders and Bomber Run for the unexpanded Vic with Alien Demon and Plague for the expanded micro.

You can expect to see these new double-sided cassettes in most leading retail outlets within the next few weeks and they will also be available direct from London based K-Tel International at £6.96.

WELL, HELLO SAILOR, I'M THE SEAHAG!

POPEYE

Your mother soon won't have any need to nag you into eating your greens.

Home computers have jumped on the health food band wagon, making spinach an essential part of every gamer's TV dinner.

Popeye is the latest cartoon character to be immortalised on micro chip. Ugly Brutus is up to his usual tricks and has imprisoned Popeye's sweetheart Olive Oyl in a derelict house. The Parker cartridge is based on the recent arcade game.

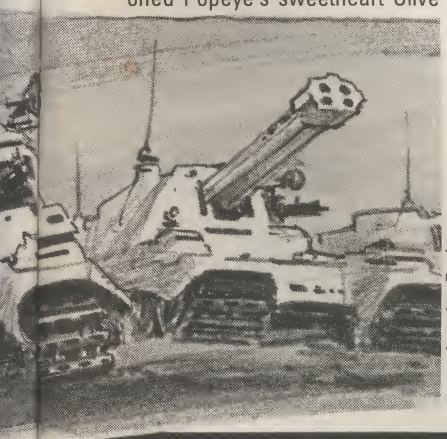


Illustration: Jon Davis

You must guide the gallant Popeye around the deserted building Olive is trapped in, and collect the heart-shaped kisses she blows to you before they hit the ground. Brutus tries his best to thwart your attempts and you won't get the chance to give Brutus the bashing he deserves — unless you pick up a can of magic spinach that sometimes sprouts around the edge of the building.

Unfortunately for Popeye, Brutus is not alone. His evil accomplice the Seahag lurks in the shadows ready to leap out and throw a stream of bottles at the brave sailor. Popeye's only line of defence is a well timed punch aimed to break the glass.

Each level is set against the clock and it becomes a real struggle to collect enough hearts to move onto the next sheet.

Popeye proved to be a winner in the U.S. arcades earlier this year — but perhaps you missed his visit to these shores. If you did, this new Parker Brothers game for the Atari will make up for it!

Perhaps we'll soon see a sequel to the game too! We certainly hope so. Maybe even a prequel?

Meanwhile if all this action is making you hungry and you fancy a taste of spinach then I'm sure Parker Brothers can offer Atari 400 owners a take away Popeye for a tasty £29.95.

LAST OF THE SLOW LOADERS

FAST TAPES

Cassette based loading has many advantages, low cost and ease of use but it has one major

How many times have you waited what seems an eternity before your favourite game loads?

Commodore 64 owners now have a remedy. Llamasoft is testing a system which allows high speed loading of programs from cassette.

The new system is entirely software driven, so you won't have to lash out on expensive hardware add ons.

The program was developed in Germany and is only a mere 1K long. To give you some idea how revolutionary this program is, it will load a typical 16K program in only ten seconds compared with over six minutes using the conventional tape set up.

Llamasoft hope to use the program with all their software. They will still include an ordinary version on one side just in case your tape deck can't stand the pace.

The company have no intentions of buying the sole rights to the program so it may well become a standard feature on all CBM 64 games.

Could this mean the end of the disc drive as we know it?

WATCH OUT FOR THE SERPENTS

SERPENTINE

Sightings of the Loch Ness monster should increase rapidly in the New Year thanks to Audiogenic.

Serpentine is set in the distant future on an alien world ruled by serpents. All is not peaceful however.

The land is being torn apart by an age old grudge between warring, serpent races. And they are all very slippery customers indeed!

The environment is hostile and the chances of survival slim. You must help the blue serpents to avoid death, protect their eggs and raise their young.

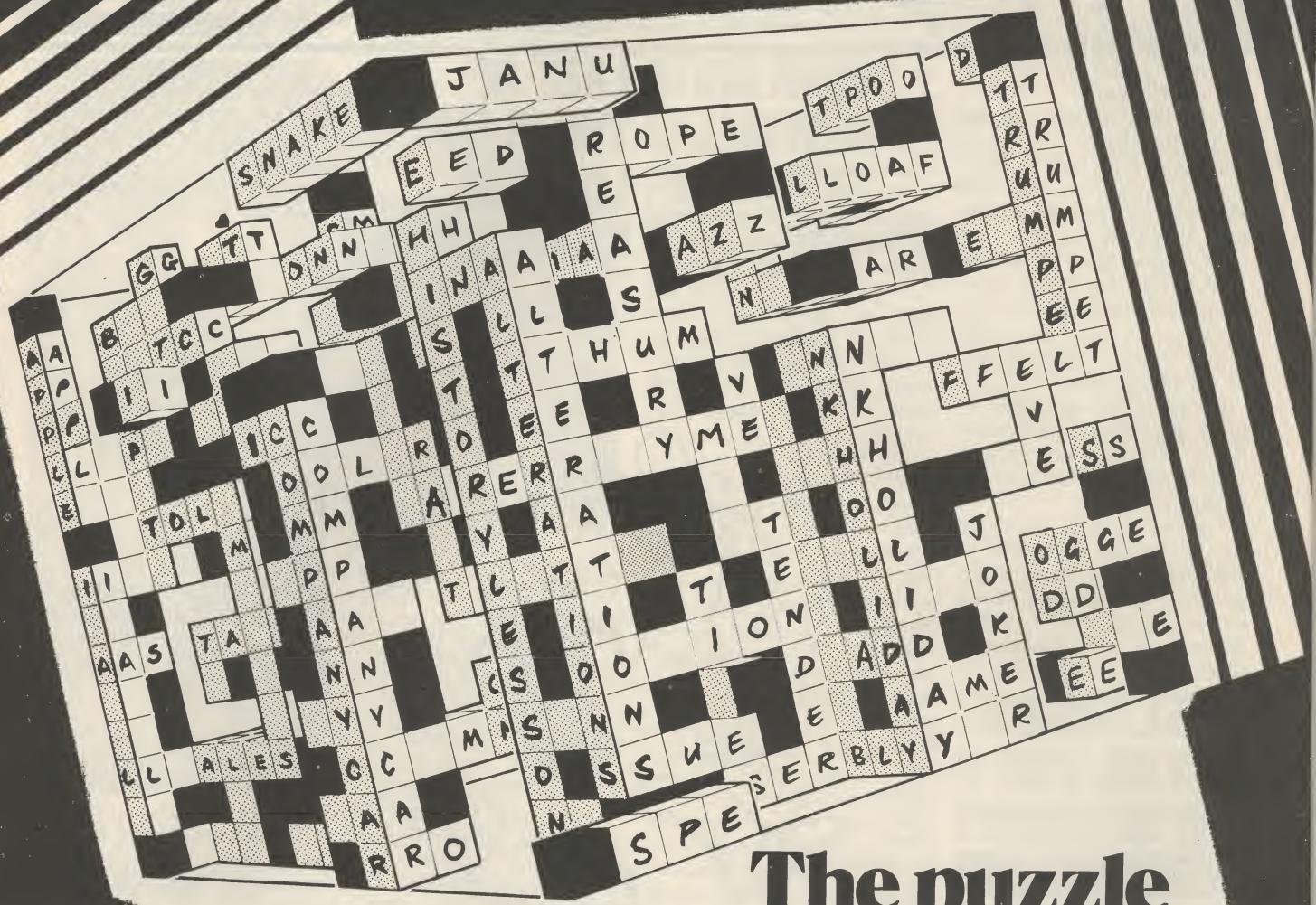
Your arch enemies, the orange snakes, can only be defeated if your serpents grow bigger and more powerful. This is accomplished by eating eggs, frog, and eventually, other serpents.

The more the monsters eat the hungrier they become and each new level presents a greater "gastronomic" challenge.

In addition to this, Audiogenic have two other Christmas releases for the CBM 64. They are Choplifter, a conversion of that now very popular helicopter war game and Seafox, a submarine simulation program.

The games are for the Commodore 64 but come in cartridge form only, costing £29.95 each.

The ultimate Crossword



The puzzle that needs a computer

Alien present the ultimate in word puzzles – 30 integrated crosswords which form a cube.

All locations of this 3 dimensional puzzle are contained in the computer programme and you can complete any part you wish using the display on your T.V. and computer keyboard. Understanding all the relationships between the crosswords is not possible without the computer but as you proceed you will discover new routes to help achieve the solution.

Features: Solution Store, Instant Display, Anagram Function, Character Location in memory.

This is a tough puzzle with a degree of difficulty – it's the ultimate but it's not impossible. Full instructions are included with the programme.

£1,000 PRIZE

to sender of first correct taped solution run on our computer on 1st June 1984

Please mail me ☐ copies of the Alien Ultimate Crossword puzzle programme at £14.95 per copy inc. P. & P. for the

☐ **BBC Model B** ☐ **Commodore 64** ☐ **Spectrum 48K**

I enclose £____ or my Access/Visa Card No. is _____

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Please allow 14 days for delivery

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Alien

The New Dimension

The Alien, Arndale House, Church St, Blackburn, Lancs. BB7 5AF.

G·A·M·E·S N·E·W·S

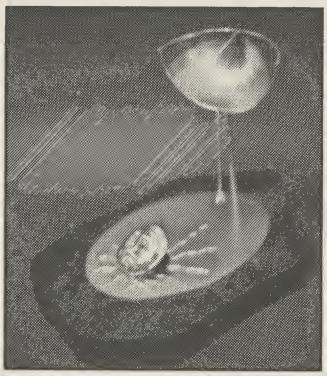
C&VG's DESIGNER OF THE MONTH

NAME: Christian Penfold with acknowledgement to Mel Croucher Software House: Automata Cartography
Games: Pimania, Groucho
Born: Littlehampton, Sussex in 1955
COMPUTER HISTORY: "It's interesting this. It began three years ago, coming back on a Sealink ferry from the Channel Islands.

"It was an extremely rough crossing and I was green from the moment we left. Mel Croucher (the other half of Automata) who was completely unaffected, said: 'I've bought a ZX81 computer'.

"He then proceeded to write a 20 page program for the 1K ZX81, finishing as we finished the awful crossing and I disowned it: 'It's yours you write the programs'.

"But I did eventually set it up with a How to use your ZX81 book and cassette and I was totally hooked — 8am to 10pm seven days a week. I now get even more fun out of it. Then we got hold of a Spectrum and Pimania was launched in November 1982.



Here it is — the Golden Sundial of Pi. Worth £6,000 the much coveted prize is still up for grabs in Christian Penfold's Pimania. Designer of the Month profiles the man behind the game.

"Pimania and Uncle Groucho are now TV stars in the Magic Micro Mission and Pimania has just topped the charts in Germany.

"Our ideas are all a team effort, myself, Mel and a young programmer we've just taken on called Andrew Stagg. We throw an idea up in the air, it bounces around for ages, getting funnier and funnier and when it comes down we just have to get the computer to understand what we've been talking about.

"Ideas are not a problem, it's finding the time to produce them all. We've drawers full of ideas."
FAVOURITE FOOD: Garlic, snails in garlic butter. I adore any food cooked well in garlic.
FAVOURITE DRINK: Brandy & Lovage (a herbal cordial from the South Downs).
FAVOURITE TV PROGRAMMES: Monty Python, Not the Nine O'Clock News, Three of a Kind.
FAVOURITE COMPUTER PROGRAMS: ZX81 version of Pimania and Ultimate's Atik Atak.
COUNTRIES VISITED: Too numerous to mention but I enjoyed Germany, US and Canary Islands.
PETS: None but I would love a beautiful St Bernard puppy.
AMBITIONS: To succeed. Money is not important.
FAVOURITE POP GROUPS: Dr. Hook.

LET'S SEND A COMPUTER SANTA GRAM

XMAS CARDS

Forget Christmas cards this year send your friends computer cards instead.

Elm Computers have developed three seasonal programs that make an original change to the traditional Xmas card.

There are three versions of the "electronic cards" available. All include festive themes and yuletide tunes. All have animated graphics, featuring falling snow, Father Christmas and flying reindeer.

Apart from the addition of sound and moving graphics the computer cars follow the theme of their paper predecessors closely. The usual scene of Santa flying over roof tops is included as is the obligatory Snowman card.

All the programs are available now from Leicestershire based Elm Computers for £2.50 each or £7.00 for a pack of three.

HERO WITH A YELLOW STREAK. . .

TARMAC TIM

Tarmac Tim is the unlikely hero of a new arcade style game for the Spectrum.

He has been employed by the Spectrumville Council to paint the double yellow lines along the roads.

Today he is working on the notorious Sinclair Road. The road is used by maniac drivers. Any pedestrian who has the courage to cross it, risks life and limb in the attempt.

Overall-clad Tim must protect the jay walking residents from the murderous motorists. He must daub his paint around the people, which miraculously stops the cars from running them over.

You'll have to keep Tarmac Tim out of the way of the traffic too, because the drivers have no respect for Spectrumville's leading painter. And you wouldn't want to spill the paint all over the street would you?

As the day progresses the rush hour gets nearer, the road becomes ever more treacherous as tired workers drive home. Tim will be stretched to his limits protecting Spectrumville's citizens.

Double Trouble is the first games release from a new company based in Southampton called Starlite. The game costs £5.60 and will be available in early December.

ELECTRO POP COMES TO YOUR MICRO

ULTISYNTH 64

The explosion of electronic music has revolutionised the face of the British record industry over recent years.

But even with the huge leap in microchip technology, synthesisers and electronic drum kits have been well out of the price range of most people — until now!

Many of the popular micros, the BBC, Commodore 64 and Vic 20 contain the same sound chip as expensive dedicated synthesisers, which can easily cost over a £1,000.

Having noticed the sorely underdeveloped sound capabilities of the Commodore 64, Quicksilva have released a sophisticated synthesiser package. The program, Ultisynth 64, has greatly simplified the programming of the sound chip.

The first channel is for your music composition. The second and third are used for a drum beat and set melodies. The program will also imitate many instruments ranging from a trumpet to a harpsicord.

You're not tied down to just making music. Ultisynth 64 also has the facility to produce arcade sound effects which together with the music can be saved to tape.

Quicksilva claim that Ultisynth 64 is straightforward to use but it takes a 50 page manual to explain the program's more advanced features.

The cassette will be on sale around the beginning of December from Quicksilva for £14.95 (including manual).

BBC owners haven't been forgotten. They have their own music generator program written by Quicksilva. Which means you don't even have to attempt to learn any of the Beeb's advanced, but complicated sound commands.

G·A·M·E·S N·E·W·S

COME PLAY WITH THE MR. MEN

GAMES

Newspaper giants the Mirror Group have taken a step into the world of computer software.

Mirrorsoft the company's new software publishing division has just launched a range of three programs. One of them is an arcade game the other two are educational programs one of which is based on the cartoon characters the Mr. Men.

The Mr Men are already extremely popular cartoon characters and appear in books and newspaper cartoon strips — so why not a computer game!

Caesar the Cat is a mice chasing game in the best traditions of Tom and Jerry. You play Caesar a hungry young cat who prowls the well stocked larder in search of greedy mice.

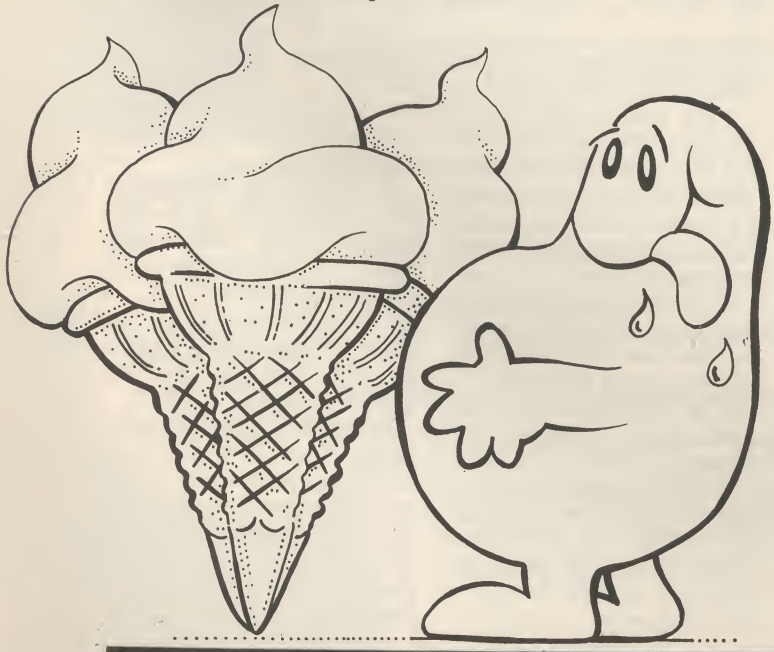
Guide the cat along the shelves of the pantry in hope of finding a mouse, but watch out for the crockery!

The game has full colour Hires graphics, sound effects and includes a high score table.

All the software is being written by independent software houses for Mirrorsoft. The company hope to back up their present range with more releases in the new year.

Caesar the Cat runs on a Commodore 64, the Mr. Men on a BBC model B. Both games will be available in late November costing £8.95.

These are the first of the Mirrorsoft group's releases. Watch this space for news of more to come!



JUST WHAT IS GOING ON HERE?

MANIC MINER

Manic Miner has made a run for it and that's official. Miner Willy Bug Bytes' most famous computer game character has left to join a new company called Software Projects.

Has Miner Willy been given a free transfer? Or has Bug lost faith in Willy's ability to get past the Mutant telephones? No, in fact it's the climax of a long running argument between Bug Byte and one of its former employee's Matthew Smith.

In his contract with Bug Byte Smith had a clause written in which gave him the right to force Bug Byte to withdraw Manic Miner if he wished.

Smith's departure from the company was surrounded by rumours of falsified sales figures for the game and missing royalties owed to the programmer. Although a Software Project's spokesman gave a terse no comment to any questions about the royalties dispute or reasons for the apparent battle.

Bug Byte have been allowed to sell their remaining stock of the game but they have now lost all rights to the game or any sequels.

Software Projects also plan to release Miner Willy on the Commodore 64 and a follow up to Manic Miner on the Spectrum.

AMERICAN INVADERS ON THE WAY

ELECTRONIC ARTS

Electronic Arts is the name of a new American software house set up by a group of independent games designers.

The best known of Electronic Arts designers is Bill Budge who wrote the hit pinball simulation — Rasterblaster.

Budge is slightly apologetic for the arts angle being used to promote the company's games "I'm not so sure there are any software artists yet. Maybe we've got to earn that title".

Despite this coyness the games are causing quite a stir across the Atlantic and they are now also available in the UK.

Budge gets back to his pinball roots in the hottest of the releases — The Pinball Construction Set. The program enables you to design the pintable of your drreams — you can choose all the special features, the strength of the spring, colours, and number of players.

Other higlights of the range are Archon — a game that combines the strategy element of chess with the shoot 'em up gameplay of an arcade style game.

Murder on the Zinderneuf is the adventure game from the range which is a who dunnit aboard a World War One flying ship.

All games come on disc for the Atari with 48k and the Commodore 64. On disc only at £29.95 from Birmingham based Centresoft.

Temptation
Software Limited

SINCLAIR ZX 81 16K
SPECTRUM 48K
BARON
by Simon Mansfield

Baron is a complex simulation game for up to four players.
Step back in time when the country was divided into huge estates.
Could you accept the responsibilities of a Barony? Farm your lands, maintain workers, hire merceneries, wage feudal wars?
Yearly analysis of success or failure of your decisions.
There are unexpected events in store for you – to find out, why not play the game?
Graphics.

SINCLAIR ZX 81 16K
SPECTRUM 48K
ADMIRAL GRAF SPEE
by Simon Mansfield

An original game of strategy based on historically accurate records of the Graf Spee's formidable presence in the North and South Atlantic.
As her Captain use full graphic instrumentation to calculate speed, compass bearings, fuel, distance, ammunition states: locate and manoeuvre into visual range and destroy enemy ships which can also evade, seek and destroy you! Attacked targets can only be destroyed by the same number of salvos or torpedoes as were necessary for the tonnage during the original action.
7 levels of difficulty –

SINCLAIR ZX 81 16K
SPECTRUM 48K
DUNGEONS OF DOOM
by Simon Mansfield

Two challenging adventure games – to travel through the labyrinths descending to the lowest dungeons where the treasures are hidden or play "ESCAPE FROM THE UNDERWORLD" and save yourself from incarceration in the dungeons by fighting you way up the endless levels.
Graphics show your position – status reports – different layout with each new game – 4 players can search different levels – 400 rooms – 600 corridors – 1000 locations to explore
Objective – to score highest points and STAY ALIVE

SPECTRUM 16K
LAS VEGAS
by Neil Streeter

A Temptation games double

1 FRUIT MACHINE – must be the best full feature "Pub" Fruit Machine. Spin the symbols, use the "nudge" "hold" "gamble" facility – win or lose with true percentage payouts.

2 BLACK JACK – break the bank with a five card trick. This game follows the rules of Pontoon. The Spectrum croupier deals the cards with skill and is after your stake money!

Superb graphics.

SPECTRUM 16K
CHALLENGE
by Neil Streeter

A Temptation games double

1 MASTER CODE DELUXE – all the features of the well known game 2 skill levels – any code or no repeated colours. Good clear graphics show the success or failure of your logic as the computer assesses each line.

2 HIGHER AND LOWER – skill, hunches and sixth sense are needed to beat this fast dealing machine. Graphically as realistic as a certain television series. Will you be able to get to the end of the row of five cards, guessing whether the next card will be HIGHER or LOWER?

SPECTRUM 16K
GODZILLA AND THE MARTIANS
by Neil Streeter

The Martians have invaded, destroying the molecular structure of earth's atmosphere to make it compatible with their own planet. "The girl of your dreams" is trapped at the top of a building site but for the moment protected from the evil invaders by a friendly Dinosaur! Leap over deadly Martian invaders – scale ladders – jump the man traps – rescue her before the oxygen is totally absorbed.
Kong type game for SUPERHUMANS

NEW

The 3 fastest playable 100% machine code arcade games for the VIC 20 unexp

ARCADE
VIC 20 unexp
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by Andrew Haisley

As a pilot testing the latest star ship, breakdown in your guidance systems causes you to materialise in the breeding grounds of the Psigophorus, an unbelievably nasty insect life form which kills anything entering its space. Survival depends on destruction of the eggs before they hatch to form a SWARM. They can use your laser energy to mutate at an alarming rate and the only escape from the devastating attack of a Swarm is by destroying the Psigophorus in only one brief stage of its life cycle.
CAN YOU SURVIVE this high scoring game?

ARCADE
VIC 20 unexp
ALIEN VORTEX
by Andrew Haisley

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SET your body modulator to HYPERDRIVE PRIME your firing fingers and HANG LOOSE
High scoring game

ARCADE
VIC 20 unexp
THUNDERFLASH
by Andrew Haisley

The year 2500 A.D. has produced a problem: space Rats are using humanoids for experimentation! Their technical skills include impenetrable defence systems. A Royal Space Fleet Pilot sent to destroy them has been killed. YOU ARE INVITED TO TAKE HIS PLACE . . .
You will be bombarded by zig-zagging steel arrows – if not destroyed they turn into Thunderflashes which explode when hit. Being unstable they release sparks which you must destroy before they hit you. Your survival angers the Rats who increase the speed and fury of the attack.
High scoring game

VIC 20 16K
DRAGON 32K
MICROPOLY
by Richard Fry & Simon Lacey

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VIC 20 Unexp
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by Dave Gibson

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TI 99/4A Ext. Basic
HOUSE OF BUGS
by Tony Frampton

The Bugs in this game will raise your blood pressure to the limits and drive spectators into a frenzy!
In this high scoring game killer bugs roam the top floors. Stay alive by clinging to the ceiling whilst they pass beneath, but you cannot seek refuge on that square again. BUNGE a Bug and gain 50 points, but he may return for his revenge – a vicious ritual followed by your paralysis and death!
WATCH the Bugs go hopping mad when target scores give you the services of a plasterer
Fantastic graphics and spund

TI 99/4A Ext. Basic
TANK BATTLE
by Tony Frampton

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TI 99/4A Ext. Basic
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When he's forced to, Andy's into Teach and Test Arithmetic and Brain Builder. When he's not, then he enjoys Road Race and Super Lander.

Lucy plays a lot with Menagerie and Hoppit, and learns a lot with Alphabet, Vocabulary and Apple Tree (arithmetic).

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MMM!! A MACWIMP CRAB-BURGER

THE LAUGHING SHARK, TIRED OF WET WINDY AND BLACKED-OUT PENGE, HEADED FOR SUNNY CLIMES.....

IT'S ANGLER AFTER A BITE!

A FLYING SHARK !!!??

FROM HIS TRUSTY TRAWLER, ANGLER NEARLY HOOKED OUR HERO, WHO DECIDED IT WOULD BE SAFER IN THE AIR.....

WRONG AGAIN!! IT'S RIDER PARACHUTING HIS WAY TO A TOP SECRET MISSION TO CHECK OUT MINED ROADS - FIRST HAVING TO LAND ASTRIDE A MOTORBIKE

GERONIMO

NO OLD BOY, THE LAUGHING SHARK ACTUALLY.

BETTER NOT DISTRACT HIM! ANY MISTAKES COULD PROVE PAINFUL - EVEN FATAL.....

AW NUTS!!

LATER..

HIGH OVER METROPOLIS DISASTER HAS STRUCK. A NEW BUILDING HAS COLLAPSED AND SCAFFOLDING SID'S ONLY HOPE IS TO PLANKWALK TO SAFETY - BUT WATCH OUT FOR MONSTERS!!

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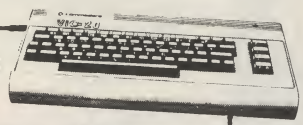

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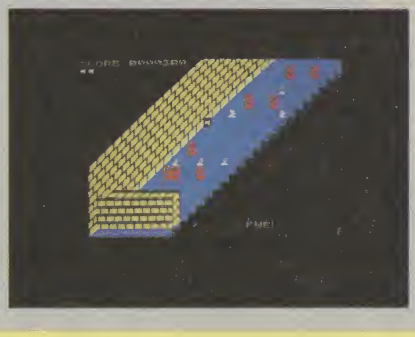

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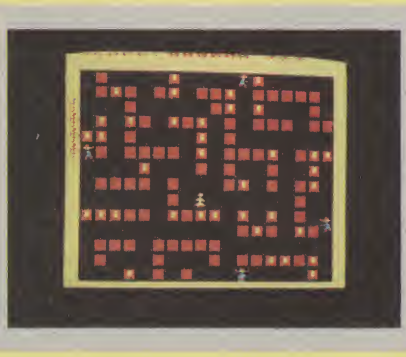

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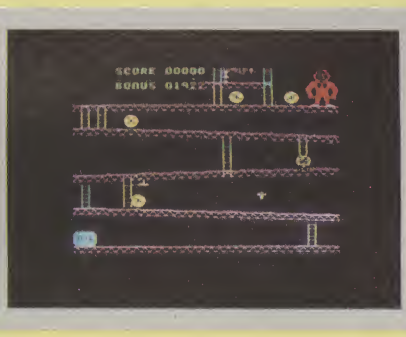
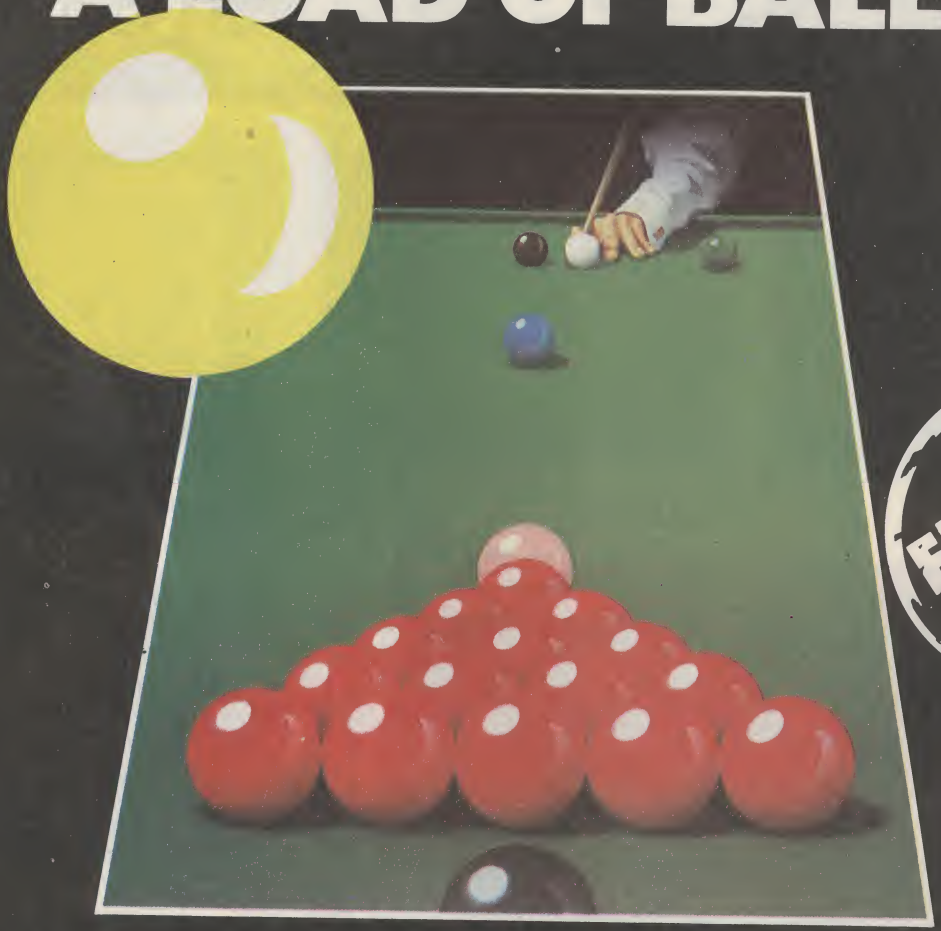


KONG

CYLON ATTACK

Have we got some great games for you this issue! Well, have we? Of course! Kicking-off with our game of the month — International Soccer for the Commodore 64, which we reckon will soon overtake Match of the Day in the popularity stakes. You'll find the review on page 28. We've also taken a look at Donkey Kong games for the Spectrum and come up with our favourite. Turn to page 28 if you're a Kong fan. Take a trip back in time to the good old Wild West and meet Saloon Sally. We take her to task on page 31. Arcade Zaxxon comes to the Spectrum with a slight change of spelling. Read our views on this 3D shoot-out on page 28. More space action when the Cylons attack. Are these aliens a real challenge? Find out on page 37. Jaws reappears from the depths attempting to take a bite out of unsuspecting water-skiers! Our water-sports reviewer reports on page 31.

MORE THAN A LOAD OF BALLS



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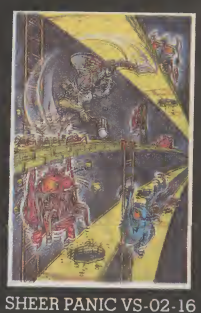

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★ Four Divisions ★ Pick your own team for each match
★ As many seasons as you like
★ Managerial rating
★ 7 skill levels
★ Save game facility

Addictive

*ZX81 Chart, Home Computing Weekly 16 8.83

Programmers
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Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro ... To the ordinary person it is an excellent view of what can be done in the field of computer games ... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring ... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983).

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems ... "(Personal Computer Games – Summer 1983)

"It's my own fault you *did* warn me – I am totally and completely hooked on FOOTBALL MANAGER." (Mr. A. Wright – Lancashire.)

"It is by far the best software game that I have seen for the Spectrum." (Mr. N. Lincoln – Surrey.)

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Several game play options enable you to choose the colour strip of your team so that you can choose your favourite team's colours, you can also choose the length of each game and whether to play against a friend or take on team Commodore.

It's the graphics that make the game — the running movement of the players is about as authentic as computer graphics will allow.

When the ball goes out of play the computer acts as referee and knows whose throw it is — the nearest appropriate player trots over to the ball, lifts it above his head, and throws it in. The ref also awards corner kicks and goal kicks and is very fair and sporting generally which deserves praise as in the one player game the computer is both referee and opponent.

The goalkeeper is capable of athletic dives and leaps that would make even Pat Jennings sit up and take notice.

There are so many nice 'extras' in this cartridge like the cheering crowd who sway to and fro when a goal is scored, and the advertising slogans around the perimeter of the pitch but perhaps the best is at the end of the game when the winning team line up in front of the stand and are presented with the cup by the Queen. The winning captain then raises the trophy above his shoulders to take the adulation of the fans.

The game plays well as having outstanding graphics — passing and shooting require considerable skill and it is possible to construct some quite complex moves.

The best game yet for the Commodore 64 and at only £9.99 an absolute must.

● Getting Started	7
● Graphics	10
● Playability	9
● Value	10

NO SURRENDER IN THIS BATTLE ROYAL

TANK BATTLE

Whole divisions of enemy panzers are about to breach the anti-tank barriers to be let loose on your HQ. With only three tanks left, can you stop the invasion and prevent an unconditional surrender?

Moving east and west you can elevate and lower your tank's gun turret to alter the trajectory and range of fire.

The battlefield erupts in explosions as the enemy fire back — unfortunately their fire is horribly accurate — but it is possible to knock out quite a few before you go up in flames.

The enemy tanks move from right to left across the screen descending towards the anti-tank barriers. Once they've reached this point they are below your gun barrel depression and it's impossible to hit them.

It states in the cassette inlay that once 10 tanks have penetrated your defences the game ends; in reality only five have to get through to your HQ to end the game.

Some tanks appear as 'ghost' tanks — mere shadows compared to the rest. I'm not sure whether this is meant to portray distance but 10 points are still awarded if you manage to blow them up. Far more difficult to hit are the red tanks which seem to appear at random and move at a faster speed.

There are five difficulty levels, although I wasn't able to determine much difference between them. In fact, I scored higher on level 5 than on level 1.

Tank Battle is enjoyable to play with the added incentive of trying to beat my previous best in the Hi-Score charts. However, control is with the TI joystick which is exceptionally uncomfortable to use and very unresponsive — the game would have been much improved with a better joystick.

Using an Extended Basic cartridge, Tank Battle is available from Temptation Software for the TI99/4a at £5.95.

● Getting Started	6
● Graphics	7
● Playability	6
● Value	6

PIRANHAS BUG YOU UNDER THE WAVES!

BUG DIVER

Frogger dons a wetsuit in this latest version of the hit scrolling arcade format.

You play the part of a little sea bug who decides to help out some fishermen by collecting fish eggs from the depths of the ocean floor.

There's only one problem — these eggs are guarded by a shoal of ferocious piranhas. Grimly they swim back and forth over the valuable cache of eggs and will go to any lengths to stop them being stolen.

Your job is to stay alive by dodging the piranhas in a very Frogger-like manner using the cursor keys. Once at the bottom, pick up an egg and try to make it back to the surface where the thankful fishermen will come along in their speed boat and relieve you of your load.

A nice feature in the graphics is the piranhas' faces, when they eat you — it happens all too frequently — they all turn as one to face outwards and leer at you in a toothy grin!

There are eight eggs to be picked up before moving onto the next screen where life becomes more difficult. However the controls are unresponsive and you will do well to pick up three eggs.

Bug Diver is an interesting variation on a theme but would have been more successful with better controls and stimulating sound effects. Every time a piranha bites, a burp-like sound is heard, no doubt from the full tummy of the fish!

Bug Diver is available from Somerset based Galactic Software for the Dragon 32 at £5.50.

● Getting Started	4
● Graphics	6
● Playability	5
● Value	5

LOOKING FOR TOP OF THE KONGS

KONG

If you are after a Kong game for your Christmas stocking you've got a pretty bewildering choice on your hands.

We managed to acquire four Spectrum versions though there must be at least that many again lurking in the small adds columns of the computer mags.

The most disappointing thing about Spectrum Kong, which all the versions we tested have in common, is that Mario has been reduced to a stick man. This detracts from the cuteness of the game — which was a major reason for its success in the arcades.

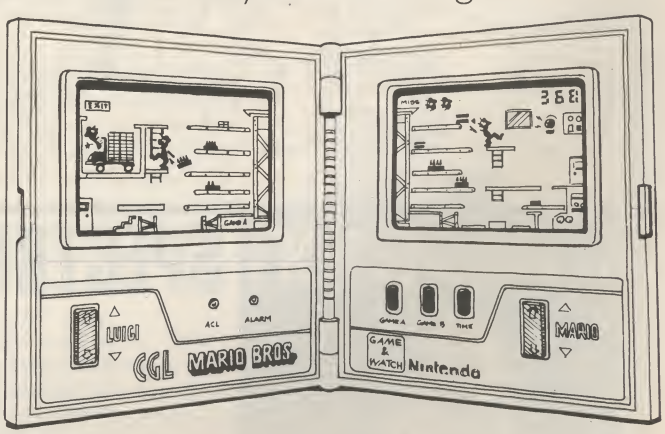
First up on screen was Blaby's Killer Kong with a deluge of barrels which were very difficult to

continued on page 31

Bottle battle beats Italian brothers.

Crash! Another crate of bottles hits the ground...it's Mario, hero of 'Donkey Kong,' and his looney brother Luigi, trying to keep their end up in a highspeed bottling plant. The butter-fingered boys leap from floor to floor as the crates come faster and faster; if they load the truck they get a breather, but one dropped bottle and the foreman runs out yelling... It's up to you to keep them jumping – on both screens at once! As you get better the game gets faster: Can you win the bottle bonus?

'Mario Bros' is the latest multi-screen adventure from Game and Watch, with two skill levels and (for super ace show-offs), a memory that keeps your highest score. And there's a quartz clock with alarm. That's why they call it Game & Watch. Catch it at your local shop now. Save the Italian boys from bottling out!



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Brrr! Deep in the confines of the frosty blue maze Pengy is pushing his way out of trouble. Pengy's frozen wasteland is a random maze constructed of blue ice blocks raided by the dreaded Sno-bees. The sno-bee's sting is deadly, but Pengy can retaliate by squashing them with the ice blocks that he pushes around. Pengy is based on one of this year's arcade successes, and this version captures all the action and addiction of the original. Packed full of features, super smooth graphics, flashing and bonus blocks, double score bonuses, dizzy bees, and hours of entertainment!

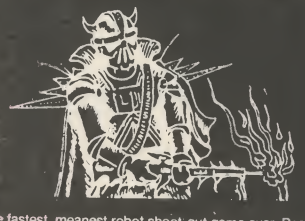
ANY SPECTRUM.

PENGY

TUTANKHAMUN

48K SPECTRUM ONLY—The treasures of TUTANKHAMUN are awesome—but so are the creatures that guard them. Explore the pharaoh's tomb which is a very large series of scrolling mazes separated by locked doors. You have a limited time to unlock the doors with the keys, and escape with the treasure. Luckily you are armed with lazers and smart bombs as you will have to face a horde of guardian cobras, spiders, skulls, monsters and mummies. TUTANKHAMUN is what you'd expect from Micromania—fast, furious arcade action-packed full of arcade features: 100% machine code, fast, smooth, hires arcade action; tomb is over 40 "screens" long, opening doors, keys, treasures, maps, level selection, sound effects and tunes.

CYBOTRON



The fastest, meanest robot shoot-out game ever. Based on the arcade game that made Defender look tame, CYBOTRON is impossible to beat—only speed and skill can save you from the chaotic robots. Packed full of features: Four types of robots, bombs, multi-directional plasma lazers, up to 50 robots on screen. 100% machine code, a game that will test your reactions to the limit. ANY SPECTRUM.

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GHOST'S REVENGE

ANY SPECTRUM. Full arcade features; realistic gobbling, four coloured ghosts, dot and power pods, very intelligent chasing/running ghosts, eat blue ghosts for bonuses, tunnel, normal or INVISIBLE maze, 10 different selectable levels. 100% machine code action, excellent fast graphics, sound effects and tunes.

continued from page 28

hop over. This game also has the unfortunate distinction of having the oddest Mario. The little Italian must have had too much vino as he wobbles along in the most ungainly fashion with his feet pointing inwards.

If Blaby's Killer Kong was a bit too difficult then PSS's Krazy Kong is guilty of being too easy. I hopped my way onto the third screen on my first go — which was satisfying but not very challenging.

Neither Blaby's or PSS's game managed to capture the feel of playing the arcade game and some silly frills like an RIP tombstone which appears in PSS's game every time Mario gets splatted didn't add anything.

If software houses insist on ripping off ideas from the arcades then they may as well at least try to do accurate copies.

But if these two versions were average at least they were not as bad as C Tech's Krazy Kong which took about half an hour to load, was nothing like Donkey Kong, and had more bugs than a mangy old moggy. Happily there is one reasonably good version available in the shape of Kong from Ocean.

The game is fairly close to the arcade game, strikes just about the right balance in difficulty, and has some useful extras. Most useful of these is a training mode which enables you to choose which screen you want to start on and avoid having to go through screens one or two to get to the level which you have not yet mastered.

So if you are getting a Kong for your Spectrum — and lets face it the game is as obligatory to your collection as a maze game and a shoot 'em up — then Ocean's Kong is C&V G's choice.

Kong can be purchased in most high street software outlets at £5.95.

● Getting Started	8
● Graphics	6
● Value	7
● Playability	7

NOW JAWS BYTES BACK

AQUAPLANE

With jaws snapping, the giant shark leapt out of the water. Only the quick thinking of the speedboat driver prevented yet another waterskier's death.

You are in control of a speedboat which is taking a waterskier out for a joyride. For a while all is plain sailing until you enter an area of uncharted water. Giant pieces of driftwood surround you and to make matters worse — you have to guide both the boat and luckless skier round huge outcrops of rock looming out of the water in your direct path.

Breathing a sigh of relief you burst out of this hazardous area only to find worse ahead.

Firstly a flotilla of yachts and then a series of motor cruisers piloted by thoughtless individuals bear down on you at collision speeds.

With a flick of the wrist you send the wheel spinning and thinking of your hapless passenger weave and dodge through the yachts, cruisers and yet more rocks.

But you're not out of danger yet; fear wells in your throat when you recognise what can only be shark fins milling through the water towards the waterskier.

Can you tow him safely through those snapping jaws?

You have three lives and will lose one if either you or the waterskier crashes.

I can understand the speedboat exploding when it hits a rock but it seems a little incongruous when the waterskier explodes as well!

The cruisers apparently have some special powers as it is possible for them to steam straight through the rocks and come to no harm at all.

There is a high score table at the end of each game and bonus points are scored if you manage to get through each phase without losing a life.

Keyboard controls are easy to master on the Spectrum with 6 and 7 controlling up and down movement and 0 featuring thrust. This is graphically very realistic as the boat will start to plane as it gathers speed. However, I did find the game very slow to play and found it was fairly easy to reach the fourth phase.

Aquaplane is available from Southampton based Quicksilva for the Spectrum 48k at £6.95.

● Getting Started	7
● Graphics	7
● Playability	4
● Value	5

VERDICT OF THE CHAMP

SUPER COBRA

When C&VGames went to Munich to watch Andrew Brzezinski cruise home in the Senior Video Games World Championships we quickly realised that this guy knows a thing or two about a joystick.

We were so impressed that we signed him up on the spot to join the Computer and Video Games elite corps of games reviewers.

This month Andrew casts an expert eye over Super Cobra — Parker Brothers latest arcade clone.

You command a helicopter on flight through hostile enemy terrain — over hills, castles, tall buildings and through caverns towards your goal — a box of money waiting to be picked up.

There are twenty two levels to be flown through each with its own hazards and enemies to be defeated.

The distance you have travelled is shown at the top of the screen by a row of rectangles filled in one by one as you progress.

Armoury is in the shape of an unlimited supply of bombs and missiles — though it is impossible to fire these simultaneously as in the arcade version.

Fuel is limited so you will have to bomb fuel dumps as you go to replenish your supply.

The U.F.Os were a bit disappointing sitting completely stationary and making dumb noises — though they did become a bit more intelligent further into the game.

One good feature of the game is that it allows you to restart where you left off — rather than flying through all the previous levels — though you will have to suffer the insult of playing at the beginners level to take advantage of this option.

If you succeed in your mission — you are congratulated and then sent back to the beginning with a new life as a bonus.

An interesting game to start with — although it became a bit boring after a while as it does not get progressively more difficult with each new mission.

The game is in the shops now at £29.95 from Parker stockists.

By Andrew Brzezinski — Atari over 18 Video Games World Champion.

● Getting Started	9
● Graphics	8
● Value	7
● Playability	8

PENGO TURNS COW GIRL

SALOON SALLY

"Watch them cowboys, Ma'am!" — as you'll have to keep your wits about you if you don't want four hefty desperado's jumping on you.

In the depths of cowboy country, Sally's saloon is being torn about by some mad, bad cowhands. So involved are they in bashing each other up that they forget about the stolen gold

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they've left lying around on the table tops.

In just retribution for the damage being caused, Sally slinks around the room collecting up the stolen gold. However, occasionally a cowboy catches up with Sally in the act of filching his loot and jumps on her in a mad frenzy. Poor Sal — she's only got four lives and she'll lose them if she's not careful.

Sally's one method of defending herself is by hurling tables and chairs at the baddies, which effectively puts them out of action for a while.

Once she has successfully picked up all the bags of gold you move onto a new screen where the layout of the tables changes.

An ever present jingle plays throughout the game which at first is quite catchy but after about five minutes of play begins to pall. I found it very irritating that there was no on/off option for the sound. However, the sound is effective in that it resembles a honky-tonk piano such as those found in old westerns.

Saloon Sally is based on the original theme of Pengo, the arcade game; the idea has been successfully transferred from the Arctic to the wild west and is very addictive in its own right.

With keyboard control, the game is easy to master and is very playable as there is room for a certain amount of strategy. Crushing all four cowboys at once will earn bonus points and I found that it was possible to trap the odd cowboy by manoeuvring tables round him thus leaving one less nasty to contend with.

Saloon Sally is available from London based Psion from the BBC Model A&B at £7.95.

Getting Started	8
Graphics	5
Playability	5
Value	7

ARCADIA GETS A ROCKET

ARCADIA

You'd think that converting a smash hit game onto a bigger more powerful machine would prove a cinch.

In practice it's apparently quite the opposite. Spectrum Arcadia is one of Imagine's best games whereas Arcadia for the Commodore 64 is little more than a second rate imitation.

The game follows the theme of the Spectrum version but lacks any of the "elusive playability" of the original.

The game is set in a galactic war. You're the sole surviving rebel facing the Federation's huge war machine. You control Arcadia, the galaxy's most powerful space craft. Wave after wave of the Empire's forces attack Arcadia, each new onslaught bringing fiercer and more intelligent opponents.

The first attack wave consists of rockets flying over head, which are fairly innocuous apart from dropping the odd bullet.

Progressive levels become more difficult if only because of the shear numbers of aliens present. Each sheet sees the appearance of a new and exotic alien race, intent on destroying Arcadia for the greater glory of the Empire.

Arcadia 64 is a very average game typical of games produced a year ago but not up to the standard demanded by todays computer owner.

If the program has one redeeming feature it's the keyboard control. The player can choose between a wide range of key layouts one of which is bound to suit them.

Arcadia is for the Commodore 64, one or two players and has a joystick option.

The game is in the shops now or mail order from Imagine software costing £5.50.

Getting Started	7
Graphics	6
Playability	5
Value	6

NOW RACE THE NASTY RODENTS

RADAR RAT

Eeeeek!! Watch out... a Radar Rat is coming to eat you alive!! This is what you must avoid in a new crazy maze chase called Radar Rat Race.

The scene takes place in a gloomy stone block maze where you have been imprisoned by an evil rat invasion force. You play the adventurous mouse whose only chance of survival is to gain enough strength and vitality and escape the maze. This can only be accomplished by eating your way through the numerous lumps of cheese kindly planted by an admirer!

Roughly a third (or less) of the hi-res screen is given over to the four way scrolling graphical maze. To the right of this is a rectangular radar map — similar to arcade Defender — which shows you where the cheese is as well as opposing rats and cats!

The cats don't move, but are sitting in various places around the maze. On the other hand, the rats seem to have a degree of "artificial intelligence" as they immediately detect your presence and chase you. You have one deterrent. By pressing the fire button you will activate it. Now I don't want to go into that in too much detail. All I will say is that its foul stench completely obliterates the rats sense of smell — if they are silly enough to step in it — and they lose your trail for a while.

These droppings are limited and controlled by a time-factor, displayed at the top of the screen. If however a rat catches you, or you run into a cat, you will lose one of your three lives.

Direction is inevitably controlled by joystick. A speed control is not incorporated. Because of this, when you come to a stone block in the maze, and you're not controlling the mouse, its direction (either left or right) will be decided by the computer.

This effect often interferes with your decision, producing a direction totally unrequested! Frustrating to say the least.

One annoying characteristic of the radar map, is that advancing mice are represented by tiny red dots which are hard to detect.

The constant background sound is pathetic! It plays *Three Blind Mice*, using only one of the three available voices — what an insult to a machines' good sound system!

Once a screen had been completed by eating all the cheese, subsequent screens followed in the same style, with faster action. Apart from the sound and few other irritating aspects, the game is quite exciting and amusing to play.

Radar Rat Race is available from Commodore Electronics for the Commodore 64, at a price of £9.99 (inc. VAT).

Getting Started	8
Graphics	6
Value	7
Playability	7

WHEN BENGO MEETS THE SNO YETIS

BENGO

Driven wild by the smell of human blood, Bengo is set upon by some murderous Yeti monsters. Can you save a harrassed eskimo from a very sticky end?

Set in the frozen wastelands of an arctic icefield, Bengo is trying to get the best of the Sno-Yetis. He has found that the best way of dealing with these hairy nasties is to hurl blocks of ice in their direction and squash them.

continued on page 37

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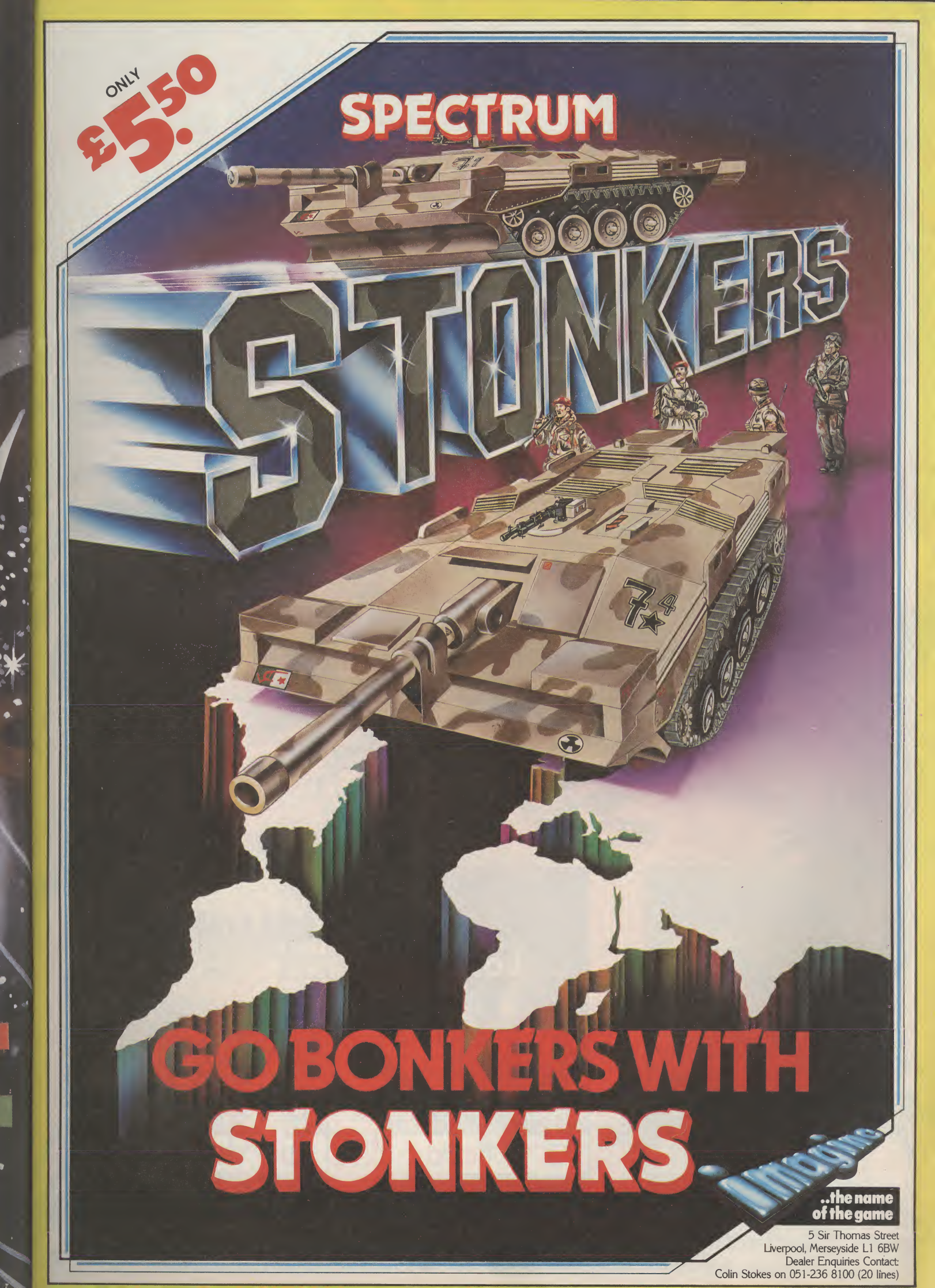
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The screen is covered in blocks of ice and is very similar to the arcade game Pengo, on which Bengo is based.

Our quaking eskimo starts off in the middle of the screen surrounded by Yetis and, in a set time limit, must finish them all off before they get him.

It's possible to manoeuvre blocks of ice around a Yeti and trap him. This makes it much easier to squash him, however you've got to be quick as the Yetis can melt the ice and escape!

There are nine difficulty levels and on the ninth life is fraught with danger as the pace becomes very hectic with Yetis and ice blocks whizzing round the screen.

I did find Bengo somewhat repetitive as the game didn't change in the various levels other than the addition of extra Yetis moving around at a greater speed. However, graphically and with its fast action, it is one of the better games for the unexpanded Vic-20 and is available from Manchester based Mr Micro at £6.90.

Getting Started	6
Graphics	8
Value	6
Playability	5

REVENGE OF THE MUTANT MICRO-CHIPS

TRANSISTOR

Revolution is brewing inside the BBC micro. The printed circuit has become a battle field as the CPU comes under attack.

The computer's components have become jealous of the CPU's power and authority and are moving down the tracks in an attempt to destroy it.

Your aim is to protect the 6502 from the rogue resistors and capacitors by firing pulses of electricity along the circuit wires.

The display shows the silicon chip in the centre of the screen with eight wires leading from it, criss-crossing over the screen.

Each wire has fifty components attacking the chip. If you become helplessly overwhelmed you can press the panic button which destroys all the components on the wires. This can't be used regularly because once used, it takes 20 seconds before the "smart bomb" is re-armed.

Bonus points can be picked up by shooting one of four tools that appear around the edge of the printed circuit board, Transistors Revenge, requires quick reflexes and a lot tactical thinking. Not since Planetoids have I been so impressed with a BBC game. I am sure this game will soon rank along side Planetoid as a classic BBC program.

The game is very well written. After each game is finished the program gives you the option to start a new game from where you left off. It also allows you to freeze a game while you nip into the kitchen and grab something to eat.

Transistor's Revenge has to get my vote as the best BBC game of the year! Transistor's Revenge is available from Southend based Softspot.

Getting Started	8
Graphics	9
Playability	8
Value	10

WHO DARES MIGHT WIN

S.A.S.

Maybe it's because I'm a spineless, cowardly eight stone weakling that I can't get to grips with Peaksoft's game, S.A.S.

A more likely explanation is that it is a totally unplayable game.

S.A.S. is an army training simulation. You're the sole surviving member of an elite S.A.S. squad dropped behind enemy lines on an undercover mission to destroy the enemy's nerve centre.

First you must negotiate a mine field with the help of a stolen detector and a limited supply of hand grenades, while avoiding the scouting helicopter gun ships.

The game starts by asking you if you wish to have a briefing. I wish I hadn't.

Every single letter is printed individually and each screen takes several minutes to be filled. Even so S.A.S. had me pulling on my jack boots and plastering my face with camouflage makeup in anticipation. The game promised startling hi-res graphics, armed patrols and night forays into enemy controlled areas.

But promises are made to be broken. The only startling thing about the graphics is their low quality. It's difficult to distinguish between a helicopter and an armed foot patrol.

I find it hard to believe the courage of some software companies (Peaksoft is a particularly good example) who try to palm off sub-standard games written in Basic on an unsuspecting public.

Who Dares Wins is an apt motto for Peaksoft but I hope the public votes this one a loser.

Getting Started	4
Graphics	4
Playability	3
Value	5

SPACE BATTLES WITH THE CYLONS . . .

CYLON ATTACK

A space-ship control panel featuring shields and lasers may sound reminiscent of Star Trek but in Cylon Attack you command a freighter not the powerful USS Enterprise.

The place of the Klingons is taken by Cylons and you take the part of a 21st century cargo ship captain. Your ship has been commandeered by Earth's defence ministry to transport supplies and munitions to remote planets at the fringe of the Terran Empire.

You have refused to leave your ship and have volunteered to pilot the freighter on its hazardous journey through the war torn galaxy.

The cockpit display shows the condition of your shields, laser banks, the direction of your ship and a radar scanner showing the position of the oncoming Cylonians. The first wave of aliens takes the form of *Star Wars-type* craft and inflated space invaders.

From here on, the going gets tough, as the freighter's only means of defence is a single laser cannon to be fired, when a Cylon ship has entered the gunsights in the centre of the scanner.

Cylon reinforcements are drafted in for the second attack wave, and are faster and more accurate than their earlier comrades.

The graphics are good if a little flickery at times. The ship's instruments are clearly shown and highly colourful. The game offers two different key layouts and a joystick option.

My only real criticism is that the game is far too noisy and the sound effects and explosions will soon have you cringing.

Cylon attack is for the BBC Model B and is manufactured by the Manchester company A&F Software for £8.00.

Getting Started	8
Graphics	7
Playability	7
Value	6

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The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

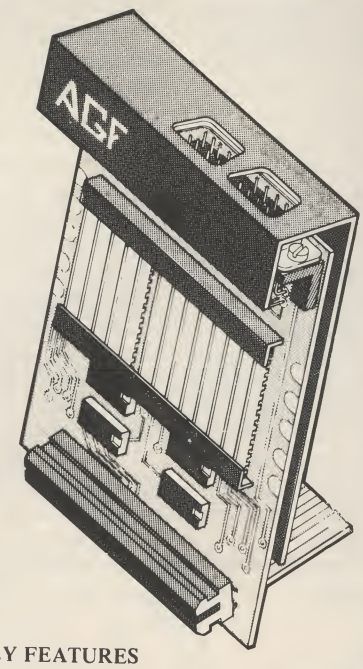
There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e printers or RAM packs etc. This important feature avoids excessive wear to the expansion port.

The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

Two joystick sockets are provided which share the same keys, for use with the majority of two player games. Several interfaces may be used on the same computer for multiple joystick applications.

The interface is programmed by a two digit code, which is looked up on a programming chart supplied, for each direction and firing button. The two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the interface.

Once configured this can be marked on a Quick Reference Programming Card for storing with the game. As the programming is *not* power dependent the interface retains the last configuration made and can be immediately used when next switched on.



KEY FEATURES

- ★ Programmable design gives TOTAL software support.
- ★ Accepts Atari, Competition Pro, Wico, Starfighter, Quick Shot, Le Stick etc.
- ★ Rear extension connector for all other add-ons.
- ★ Free demo program and instructions.

PACKAGE CONTENTS SUPPLIED

- Programmable Interface Module as illustrated, complete with clip-on programming leads.
- Self adhesive programming chart detailing how to define which key is simulated by UP, DOWN, LEFT, RIGHT, and FIRE. This can be fixed on to the case of your computer or if preferred the protective backing can be left on. The chart is made of a very durable reverse printed plastic and is extremely easy to read.
- One pack of ten Quick Reference Programming Cards for at-a-glance setting to your games requirements. The card allows you to mark the configuration in an easy to read fashion with space to record the software title and company name.
- Video Graffiti demonstration program which is written totally in BASIC to illustrate how all eight directions and fire can be read. This is also a useful high resolution drawing program.
- 12 months guarantee and full written instructions.

JOYSTICKS

CONTROLLERS

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QTY	ITEM	ITEM PRICE	TOTAL
	PROGRAMMABLE INTERFACE	33.95	
	JOYSTICK(S)	7.54	
	PACK(S) QUICK REFERENCE CARDS	1.00	
ONE	VIDEO GRAFFITI	FREE	
		FINAL TOTAL	

ZX81 ☐ ZX SPECTRUM ☐ Please tick

DEALER ENQUIRIES WELCOME *EXPORT PRICES ON APPLICATION*

MORE PROFESSIONAL BUGS!

Yet again, I've heard of more bugs appearing in so-called professional software. It may be that a single batch of these cassettes are faulty, or perhaps there really is a bug in the sequel to Ultimate's Jetpac for the Spectrum.

Lunar Jetman, as the program is called, has been causing problems for Karl Barratt of Cardiff. He has managed to get to the missile station with the gun fixed on the Moon Rover. When he fired at the missile going to earth, the screen blanked and the computer NEWed itself. He says that this happened four times in a row. If anyone else has had this problem, I'd like to know about it. Meanwhile, Karl, I suggest that you take Ultimate up on their offer to replace any faulty tapes.

Going back to the bug in Jetpac, Darren Scott from Corby, Northants thinks that he's found another!

If you play a 2-player game and player 2 beats the existing high-score, his score will not become the new high score. Has anyone else had this problem? If you have, then let me know.

KILLER BUG

I've also heard about a possible bug in Program Power's Killer Gorilla for the BBC. Matthew Fidell writes from Taunton in Somerset that the program has a nasty habit of placing a new screen on top of the old one! You can play on for a moment, before the game crashes completely. Has this happened to you?

VIC TIP

VIC owners should find this routine quite handy. It will stop anyone from breaking into a Basic program once it is running.

When you press RUN/STOP the computer starts a machine code program whose starting address is in locations 770 and 771. If you change the contents of these locations to the machine code which is executed when the machine is first turned on, then when someone presses RUN/STOP the machine will think that it has just been switched on and will clear all its memory.

To change the addresses, just type POKE 770,34: POKE 771,253 and now try breaking in to your program. Remember to save anything on tape first, as it will be lost forever once you type RUN.

You can return the machine to normal by POKE 770,131:POKE 771,196 Thanks go to Nicholas Cole of Selby for this.

DRAGON INTO TANDY WILL GO

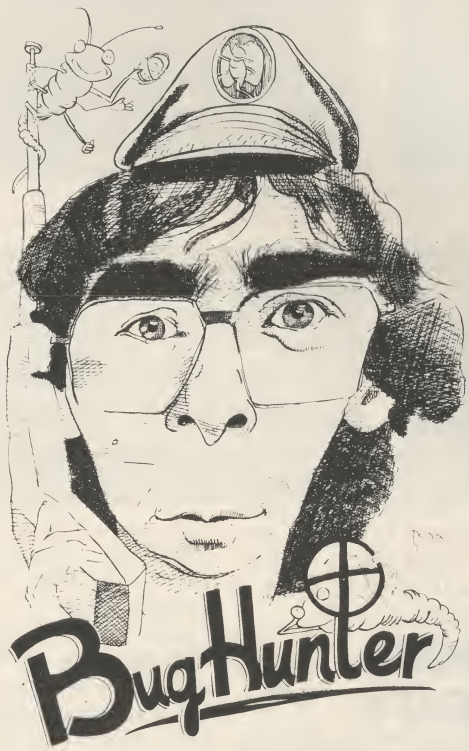
For everyone who's always asked why we don't publish many TRS 80 listings, here's a way of adapting some Dragon programs from previous issues for the Tandy Colour Computer.

When the Dragon PEEKs locations 341-344 it looks for a value of 223 to register an arrow key. The TRS 80, though, uses 247.

You can alter Fox and Hounds from August's issue to run on a Tandy Colour computer by changing lines 620 to 650. Change the 223 in the brackets to a 247. Thanks go to D. Healey for this. (No not that D. Healey.)

SPEC-SCROLL

Paul Jennison of Hull sent me a useful tip for Spectrum owners. Although there is no command in Basic to scroll the screen up by one line, such a routine does exist in the ROM. Simply type LET L=USR(3280) and the contents of the screen will be scrolled upwards by one character.



Write to me at Bug Hunter, Computer and Video Games, Durrant House, 8 Herbal Hill, London, EC1R 5EJ. Or phone me on 01-278-3881.

UNBREAKABLE SPECTRUM

Robert Burgess writes to me from Rotherham on some wonderful notepaper with that Bear named after a railway station smiling in the corner. (Haven't you heard of Liverpool-Street Bear?)

If you want to protect your Spectrum Basic programs from being copied, try this, which will put a REM at line O which cannot be erased. You could put your name here, perhaps.

Decide on your REM line and type it in as line 1. Then enter: POKE (PEEK(23635+256*PEEK(23636)+1,O and the line will change from 1 to O. Try deleting it! And remember; keep eating the marmalade sandwiches.

MOON GUARD UPSIDE DOWN

Going back to our 3D issue from October, Peter and Ana Ells sent me this suggestion for Moonguard for the BBC model B.

With their monitor, they found that the 3D effect was easier to see if the screen was inverted. To do this, alter the program as follows. Firstly, swap lines 430 and 450.

Then, alter 2460 to 2610 to read:

```
2460 VDU 19,0,5,0,0,0
2470 VDU 19,1,4,0,0,0
2480 VDU 19,2,1,0,0,0
2490 VDU 19,3,0,0,0,0
2500 VDU 19,4,4,0,0,0
2510 VDU 19,5,4,0,0,0
2520 VDU 19,6,0,0,0,0
2530 VDU 19,7,0,0,0,0
2540 VDU 19,8,1,0,0,0
2550 VDU 19,9,0,0,0,0
2560 VDU 19,10,1,0,0,0
2570 VDU 19,11,0,0,0,0
2580 VDU 19,12,0,0,0,0
2590 VDU 19,13,0,0,0,0
2600 VDU 19,14,0,0,0,0
2610 VDU 19,15,0,0,0,0
```

SPECTRUM MEMORY COUNTER

Kai Weber from Reading sent the following hints for Spectrum users. If you're writing a program and want to know how much memory you have left, then you can use the FRE command on most Basic machines. However, the Spectrum lacks such a facility from Basic.

But the machine must need such a function in its ROM to see whether or not a program line will fit.

The code does exist, and you can find out how much memory is left by typing PRINT 65535-USR 7962.

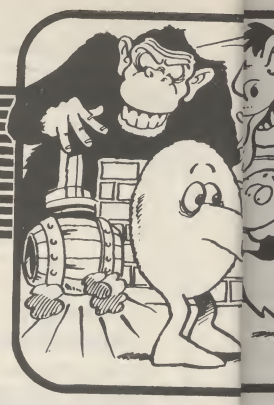
Also, says Mr. Weber, it can be tiresome having to pull out the plug to reset the machine. This normally has to be done if there is graphics or machine code stored above RAMTOP, the parts of memory where CLEAR cannot reach. Typing PRINT USR O will do the same job, clearing the whole of RAM.

WHOOPS THE TI JINX STRIKES AGAIN!

A couple of lines were left out of the instructions for the 3D maze game for the Texas TI99/4a in the yearbook.

Firstly, the game needs an Extended Basic cartridge to run. Also, we didn't explain how to get the black graphic character which is used to make the maze. It is created in line 14 to 27, and is a CTRL-COMMA.

BY ROBERT SCHIFREEN



HOT SHOT'S PRICE BEATERS

A new range of no less than 24 VCS titles have just been imported from Germany at the knock-down price of £6.95.

The Hot Shot range is manufactured by Goliath Electronics of West Germany.

Some of the highlights of the range are Pac Kong a hybrid of the famous maze game and climbing game. You have to get a harassed construction worker up to the top of a building without being thrown off by an angry mob of bricklayers.

Dream Flight is said to be the toughest of the range in which a nightmare becomes reality. As you fly your helicopter back to base, you come up against a swarm of flying demons heading straight towards your cockpit.

Organized crime comes to video games with Mafia. In this game, you play the part of a warder who is trying to prevent a break out of some of the most dangerous gangsters.

There are several space shoot-'em-ups in the range, with titles like Astro Attack, Space Eagle, Space Raider, Time Race, Space Robot, Galactic and Black Hole.

If cute games are more to your liking then you might try Tom Boy, Felix's Return, Squirrel & Snail and Forest.

The Hot Shot range should cause quite a stir in the video games' business selling at less than a quarter of the price of Atari's and Activision's top of the range games.

The only unknown factor is the quality of the games — and you'll just have to wait until the Joystick Jury passes its verdict to find that out.

TOP TEN		
1	Pole Position	Atari
2	Dig-Dug	Atari
3	Enduro	Activision
4	Battle Zone	Atari
5	Phoenix	Atari
6	River Raid	Activision
7	Donkey Kong	CBS
8	Zaxxon	CBS
9	Tutenkham	Parker Bros.
10	Robot Tank	Activision

ATARI GAMES

The Colecovision Atari cartridge converter is now on sale.

The add-on enables Colecovision owners to play Atari VCS games on their new system.

The box should particularly appeal to people who already own a VCS but want to upgrade to a Colecovision.

They can now do this without making redundant their existing collection of games.

The converter is available from Silica Shop and most Coleco stockists at £59.00.

YEAR OF THE TIGER

The entire Tigervision range is now available in the UK.

After a wrangle as to who the main importer would be, the new London-based distributor — Prism, are bringing the games into the country.

The best known game in the range is Miner 2049'er which is up before the court in Joystick Jury this month.

Also in the range is Jawbreaker — a gobbling maze game where a pair of false teeth go to work on the candies and chocolate bars in a sweet factory.

If you are sweet enough, you may decide to try your joystick, at Marauder where you have to get through six mazes to recover the cosmic treasure. Watch out for the robots — they've got different plans for the glittery stuff.

Also in the range is Tigervision's answer to Donkey Kong in the shape of King Kong, which features the sky scraper and giant ape of the famous film.

Threshold is a classic space shoot-'em-up with up to 10 different space enemies waiting to attack your ship.

The games are in the shops now or available by mail order from Prism at £21.95 for Jawbreaker, Marauder, Threshold, and King Kong. Miner 2049'er is slightly dearer at £27.95.

MOON BUGGY

Moon Buggy is the latest arcade clone being offered by Atari for the VCS.

The arcade conversions are coming thick and fast as Atari seem to be concentrating on this type of game rather than releasing original projects.

Moon Buggy was a minor hit in the arcades and is still claiming 10p pieces in several of the country's arcades.

The game combines elements of Scramble and Donky Kong — you scroll from left to right along a lunar landscape. Push the joystick forward to make the buggy jump over craters and crevices.

You are armed with a laser gun which can fire simultaneously in two directions. Useful when you are attacked from the skies and have to blast an obstacle out of your path as you travel.

Points are awarded for hopping over craters and mines and blasting the UFOs as well as the tanks that march towards you in the later stages of the game.

Moon Patrol will be in the shops at the end of December and early January at £29.99.

Also making a guest appearance on an Atari cartridge early in the new year will be the delectable Miss Piggy who has taken time out from the Muppets to star in her own game.

Atari are not saying what other Muppets will be her co stars but let's just say the lovely lady is attempting to get a certain other character up the aisle.

Cartoon games are a new departure for Atari. Two other characters due to make an early appearance on cartridge in 1984 are Snoopy and that incorrigible Roman soldier Asterix.

GAMES TIPS ON VIDEO

Here's yet another use for your crowded TV screen! Tips on video games on a video-tape. Polygram Video is releasing three tapes collectively called *How to Beat Home Video Games.*

Tape one is called The Best Games and features hints, tips and strategies for games on the Atari VCS system, including Demon Attack, Yars Revenge, Chopper Command, Frogger, Pac-Man, Donkey Kong. Twenty games are featured on this first tape.

Volume two brings you The Hot New Games including ET and Raiders of the Lost Ark, while volume three looks at the "super systems", including the ColecoVision and the Vectrex.

The tapes give detailed strategies for each game they deal with, and include slow motion blow by blow breakdowns of how to deal with nasty aliens or tricky ghosts. A narrator explains each move — giving hints on how to get maximum bonus points and even exploit bugs in programs to get those high scores!

Each tape lasts for 60 minutes and will be available to the video dealers at £19, £39 for all three. We hope to bring you more detailed reviews of each tape in future issue. But in the meantime why not check out your local video library to see if they have the tips tapes in yet! And watch out for a special video contest next issue!

THE FORCE IN STORE!

"May the Force be with you" — and you'll need it if you bump into Darth Vader whilst doing your Christmas shopping.

Lord Vader will be appearing in Hamleys and Harrods to promote Parker Brothers Star Wars games during Xmas week.

With only a handful of authentic Darth Vader costumes in the country, Parker have managed to obtain two of them courtesy of Lucas Films, the makers of the epic Star Wars Movies.

TRY TO NAME THAT GAME

If you don't think Santa will bring you a video game system for Christmas then here's your chance to win one and get a Turbo Driving Module into the bargain.

Colecovision have really taken the season of goodwill to heart and given us three of their games systems regarded as featuring some of the best graphics around, with Donkey Kong cartridge and Turbo Drive Module thrown in.

All you have to do is answer the questions under each of the pictures of Colecovision games.

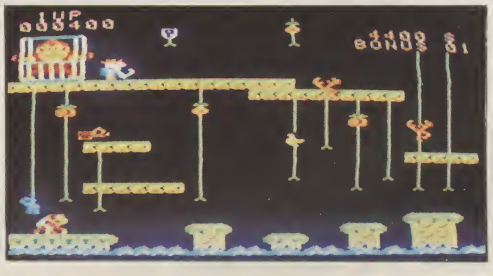
Then rush your answers — on a postcard please — to *Computer and Video Games*, Colecovision Contest, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Entries cannot be handed in or delivered personally and the usual *Computer and Video Games* competition rules apply. Closing date is January 16th.

1) Name the Game?

2) Who makes the arcade version of this game?

3) Which screen is the player on: One, Two, Three?



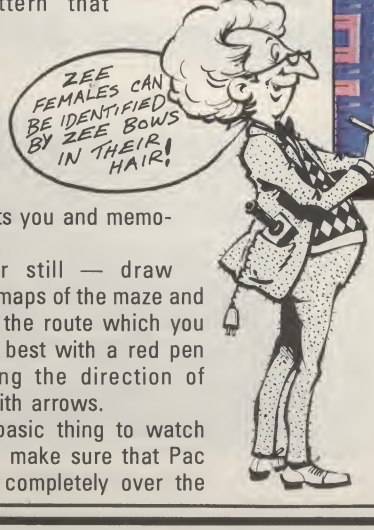
4) Is this game called (a) Son of Kong, (b) Donkey Kong Jnr, (c) Donkey Kong Part II?

Professor Video's good high score guide.

We are pleased to be able to bring you a monthly column by the distinguished professor — holder of the Nobel prize for Alien Blasting, Maze Dwellers Award for Fruit Gobbling and author of many books including the best selling, How to Knock the Living Daylights Out of Nasty Little Aliens.

In his opening column he turns his attentions to the smash hit game Pac Man. His advice and strategy tips are based on the Atari VCS version — and are not always relevant to the arcades, Atari 400/800, and other home versions of the game.

Patterns are the key to consistent high scores in Pac Man. Unfortunately though — there is not one super-pattern that will suit everybody, or every screen in the game. The best advice is to practise the pattern that best suits you and memorise it.



Better still — draw several maps of the maze and draw in the route which you find the best with a red pen indicating the direction of travel with arrows.

One basic thing to watch for is to make sure that Pac Man is completely over the dots, in order to eat them. This is particularly important when reversing or changing direction — as you don't want to look back at a dot, which you think you have eaten, to find it still there.

Try to avoid eating the energising pills unless you are really in a tight spot or are sure you can extract maximum points from doing so.

When you become really proficient you should aim at leaving the board with all the power pills with one wafer adjacent to each so that you can tempt the ghost into a trap.

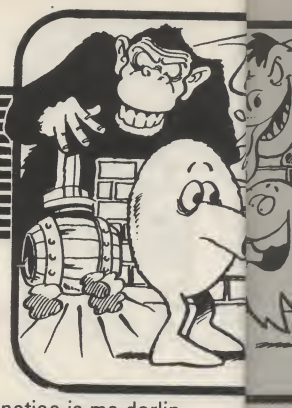
Make use of the tunnels — very often the ghosts will not pursue you through them.

Use them to plan your movement around the board — don't look upon them as merely emergency exits for when the going gets rough.

Good Pac play requires precision timing and strategy. It is not sufficient to know the correct patterns, you must also make your turns at just the right second and anticipate the movements of the ghosts caused by your moves.

One of the toughest rules of Pac Man that it is important to grasp is to learn to relax. VCS joysticks are not the most responsive sticks ever invented so don't wrench and pull, it only puts you off balance, makes the stick even worse, and upsets your concentration.

Professor Video wants your tips. In his search for perfection at all games the prof. is grateful to any readers who can send in tips, or interesting discoveries they have made whilst playing video games. We have bags of bug badges and *C&VG* yearbooks to give away for published tips. Mark all letters for the attention of the Professor at our Herbal Hill address.



ROBOT IN BATTLEZONE

Activision has a happy knack of producing the right games for the VCS at the right times.

It wasn't coincidence that Pitfall Harry was on sale while *Raiders of the Lost Ark* topped the cinema charts. And it isn't surprising to find that the company's version of arcade hit Battle Zone has almost beaten Atari's own to the high street stores.

Of course it has to go out under an assumed name, Robot Tank and it does include a few new features — but for once it's the Atari version which gets the jury's vote.

The original game (from Atari's arcade division) played on the duel of wits which took place between the computer-controlled tanks and the player's. Only by carefully outmanoeuvering an opposing tank could you be sure of getting in that all important first shot.

Activision is guilty of adding too much to a simple formula which worked well enough. Robot Tank utilises the Enduro skyline to give the game a day and night sequence. There is an addition of weather problems, snow, rain, fog or some of the opponent's fire can knock out vital parts of the tank's weaponry.

It all sounds as though it ought to improve the game, sadly it makes the whole thing a lottery compared to the the Atari version.

The scenario behind the game explains that renegade robotic tanks are threatening to destroy San Francisco. You must command still loyal robotic tanks to defeat the enemy.

Control is helped by a radar screen which shows up a telltale blip — an enemy tank. There is a video screen with sights in the centre for looking forwards onto a colourful landscape. The damage sensors show V.R.T.C. which stand for: video, intermittent loss of picture; radar, becomes inoperative; tracks, mobility is brought to a crawl; cannons, cannot rely on them firing.

Cannon fire can be guided onto the target. During nightfall only video and the flash of an opponent's firing gun give clues to his position. And each different weather condition presents its own problems. Robot Tank costs £29.95

THE VERDICT

Good graphics but the game doesn't measure up to the addiction generated by the Atari version.

- **Action**
- **Graphics**
- **Addiction**
- **Theme**

SAVE ME POPEYE!

Ok you landlubbers clap your eyes on this review all about my lady love — Olive, that no good slob Brutus and yours truly Ordinary Seaman Popeye.

First thing I notice is me darlin Olive shouting for help at the top of the stairs — where this big bully Brutus is trying to keep her prisoner. So I reaches for me spinach but that snivelling Sea Hag pal of Brutus keeps movin it.

You can help Popeye save Olive in this latest home version of Nintendo's hit arcade game.

To complete the first screen Popeye has to catch all the hearts that Olive is throwing down — without letting Brutus catch him.

If you manage to grab your spinach you can punch Brutus into the middle of next week but — take care as the green stuff is in short supply.

When all the hearts have been caught screen two appears with Olive trapped at the top of a building. This time she is showering her true love with musical notes. Run up and down the ladders and along the platforms to catch them in the shortest time.

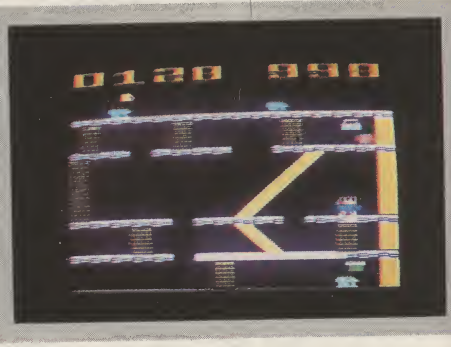
To make things even more difficult there is an ugly green monster — affectionately known as the Sea Hag — who keeps

ROBOT TANK

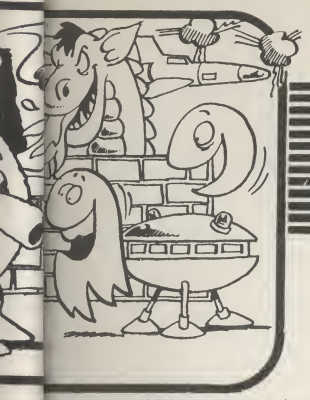
POPEYE

BEDLAM

VENTURE



BOUNTY BOB



lobbing empty beer bottles at you. If one of these makes contact it's curtains for you and Brutus for Olive so you have to dodge 'em or punch 'em to stay in the game.

Screen three's going to take all the spinach our hero can get and, as the advertisements for the game say, "I doesn't suggest ya tries it if ya eats yer spinach in a quiche". This is the toughest challenge in the game — with moving platforms, several flying beer bottles and a big black bird which can knock you off the platforms.

To rescue Olive on this final screen you have to catch the letters making up her desperate message — Help.

This is a most accurate copy of the amusing arcade which I would place in the top ten games available for Colecovision.

With Q'bert and now Popeye it looks as if Parker Brothers are really going to excel themselves on the Colecovision in a way they have not so far achieved on the other machines. £29.95 from Parker stockists.

THE VERDICT
Cutest game for Colecovision so far.
- **Action**
- **Graphics**
- **Addiction**
- **Theme**

VECTREX BEDLAM

Bedlam is the latest shoot 'em up for the new Vectrex all in one games system.

Does it need another shoot 'em up was my first thought. With Web Wars and Fortress of Narzod just released and at least a half a dozen others in the existing range a different type of game would have added greater variety to the range.

The game itself doesn't quite come off. Your ship is trapped in a diamond shaped space. Nasties are coming at you from the corners and you have to rotate and shoot to stop them colliding with you.

When the aliens stop coming a new pattern appears with more spikes and faster aliens.

There are three game play options. As well as the basic game you can also add complicating factors like making the shape rotate left and right and also making it shrink towards your ship.

When the game gets really hectic you also have one smart bomb which you use to wipe out all the nasties on screen at that particular moment.

The game would be immeasurably improved if you could move your ship instead of merely being able to rotate.

This is not one of the better games for the Vectrex.

It would be nice to see a bit more variety in the range of games for the Vectrex — an adventure game or strategy challenge would be better.

THE VERDICT
If you want a new shoot 'em up for your Vectrex I would recommend Web Wars or Fortress of Narzod in preference to Bedlam any day of the week.
- **Action**
- **Graphics**
- **Addiction**
- **Theme**

SURPRISE U.S. HIT!

One of the big surprises when the Colecovision went on sale in the US last year was the immediate success of Venture.

C.B.S. had forked out literally millions of dollars to buy the rights to hit arcade games like Zaxxon and Donkey Kong and yet, out-selling them all was Exidy's minor arcade success.

The good news for Intellivision owners is that the game is now available for the master component.

This game must rate as one of the cleanest conversions I have come across from one system to another, which bodes well for Intel owners if Coleco decide to convert more from their exciting range of titles.

Almost every detail is exact — from graphics to sound effects.

The game is quite similar to Atari's Berzerk — though much more fun with lots of extra features to keep you guessing.

You play the part of Winky who searches several monster-inhabited chambers for treasure.

Armed with his trusty bow Winky can pick up bonus points by killing the monsters who are trying to stop him from getting the treasure.

Once the treasure has been bagged our hero must make a hasty exit — back to the hallway.

Then he can move on to a new room and continue his search for more treasure.

When the treasure has been taken from all the rooms Winky goes onto a new level where the nasties are even nastier though the treasure is much more valuable.

The bounty from each successfully completed mission is displayed on an interim screen with question marks representing that which remains in possession of the chamber monsters.

This gives the game that addictive touch. You want to see all those treasures displayed on Winky's screen!

One slight disappointment with Venture is that when you complete the fourth chamber you go back again to the first. Although the challenge of finding the extra treasure and solving the riddle is not impaired, it would have been better to get a new chamber every time.

The graphics in Venture are not stunning, but they are adequate, and the game does not suffer as a result.

It's nice to see some good quality games for Intellivision in the CBS range and this is certainly one of the best.

Venture is a thoroughly absorbing game. You will need to move swiftly, plan your direction carefully, and keep a speedy finger on the fire button to succeed.

Its multi-level challenge provides a constant incentive to get further into the game.

Venture is manufactured by C.B.S. and is in the shops now at £29.95.

THE VERDICT
Superior to many of the games in Mattel's own range.
- **Action**
- **Graphics**
- **Addiction**
- **Theme**

CLAIM THIS GAME . . .

Bounty Bob is the hero of Tigervision's smash-hit climbing game — Miner 2049'er.

The scenario has our hero mining a radio active mine in the year 2049. H's version of the game popular among Atari micro owners and was a big hit in the States. It currently stands at number six in our computer charts.

You must help him stake his claim in each of the three mines which are represented as different screens in the game.

In order to claim a mine, Bob has to walk along all the platforms colouring them in as he walks.

To make things more difficult the mines are inhabited by mutant organisms who exist on a diet of prospectors. Also scattered throughout the mines are certain articles left behind by earlier prospectors. These can be picked up to score bonus points and also enable you to kill the organisms (Pacman-like) by making contact with them for a few brief seconds.

Each mine has two disused shafts which can be used to slide down by our hero but check first to make sure their are no mutants lurking at the bottom.

I found the game fun and playable but annoyingly slow. Bob's response to the joystick was extremely sluggish. I tested the game with three different joysticks and found the same lack of response.

Miner shares one criticism with all climbing games and that is that once you have mastered a screen there is not much challenge left in the game for you. In an attempt to give the game a more lasting challenge Tigervision have added a clock so that players can race each other to claim the mine.

An above average climbing game and certainly better than the top-selling Donkey Kong. £27.95 from London-based Prism.

THE VERDICT
One of the better climbing games for the VCS.
- **Action**
- **Graphics**
- **Addiction**
- **Theme**

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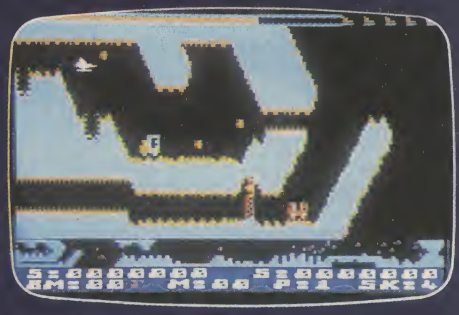

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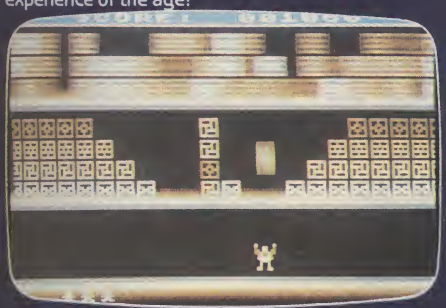

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OUR BOFFIN IN SPACE!

TIPS ON STARGATE

Last issue we asked for readers' tips on their favourite arcade machines. First out of our Mailbag pile was Ian Boffin from Woking, who wrote to us about Stargate by Williams, the Defender people. Don't forget we'd like to hear from you if you've got hints for the rest of us still struggling to beat that hi-score! Now, over to Ian . . .

Through the cold morning mist one weekend in November figures could be seen carrying a strange array of pinball machines from all eras into the Old Whitgiftians Rugby Club.

The reason for this odd gathering was the 1983 Pinball Owners' Association convention held in the club room, near Croydon. Association members came from far and wide to the convention — one Dutch member made the Channel crossing.

During the morning the many and varied machines were set up, finely tuned and last minute adjustments made. The afternoon was spent in fierce competition on three machines as everyone attempted to get high scores to get into the Pinball Wizard final — which was battled out on a brand new Bally Goldball loaned for the event by Ruffler and Death.

Eventual winner was Stafford Meadowcroft from Manchester. Stafford took home the Pinball Wizard silver trophy — donated by *Coin Slot*, the arcade trade magazine. He also received a tankard donated by Bally/Midway of Chicago. Jimmy Waters of London won the prize for the best restored machine that with his Recel Torpedo dating back to the 1960s.

Pinballs on display at the convention covered the entire history of pins, from the purely mechanical machines of the 1930s to the latest pins packed with microchip wizardry.

Gary Baker of Bromley brought along two classic machines, Bally's Wizard and Fireball. The latter must have the best artwork ever seen on a pinball machine. Gary's Wizard also won the vote for the most popular machine at the convention.

Thanks to POA member Keith Temple for this report on the convention.

Illustration: Dorian Cross

"Before tackling Stargate, it is very helpful to be good at Defender. All the normal six enemies are there, with eight new ones, all requiring a different strategy.

The first screen is very similar to the original screen of Defender but also with two Dynamoes which release Hums, and the dodging Firebombers.

The second screen is very much like the first, but with the Firebombers shooting fast and small Fireballs on a difficult curving trajectory. Also, there are the small and speedy Yllabian Space Guppies which are a joy to watch and shoot.

In the third screen the Pods arrive with a new style. They do not all start off floating near your ship, but fly around until they intersect somewhere over the planet. Then they can be smart-bombed, usually leaving no Swarmers at all!

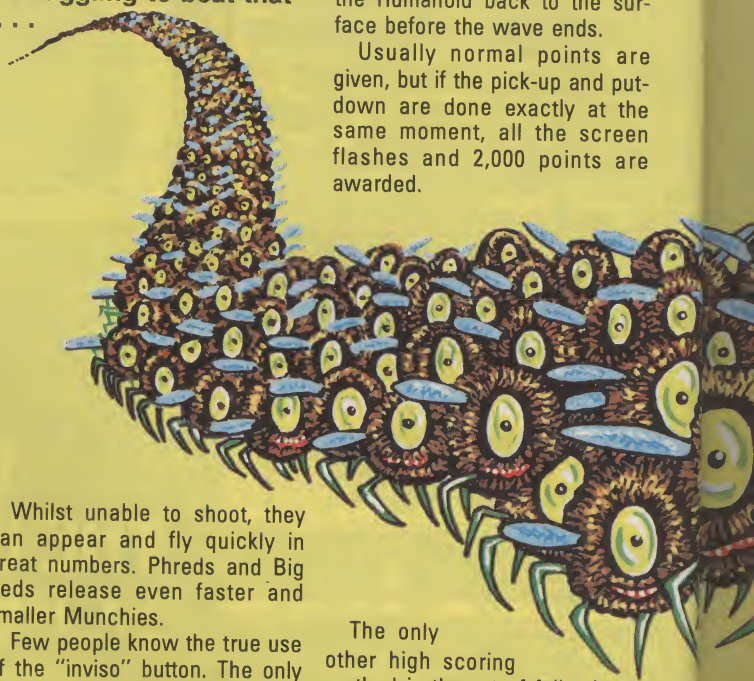
The fourth screen is the same but with four Pods and the usual speed increase. Every 5th and 10th wave, the difference is really noticeable. The 5th wave is an Yllabian Dogfight, where you are in space purely with Space Guppies, a few Dynamoes and Swarmers.

Wave 10 is rarely achieved by most people, but it is a Fireball Challenge, which requires a lot of luck and about three Smart-bombs. Then it returns to the new planets.

All the new enemies need new methods for shooting. Firebombers are by far the worst because they dodge your bullets. When near one, fly above it so it can't get you with a Fireball and fire constantly, and it should walk into your bullets eventually.

Hums and Dynamoes are easily destroyed but just be careful of stray Hums.

The last three new enemies are the Phred, Big Red and the Munchies. These come at the same time as Baiters.



Whilst unable to shoot, they can appear and fly quickly in great numbers. Phreds and Big Reds release even faster and smaller Munchies.

Few people know the true use of the "inviso" button. The only time a good player uses it is when a group of Mutants are on screen. When this happens, as in space after losing a planet, it is advisable to stop thrusting and sit still with the "inviso" pressed. All the Mutants will walk into the "inviso" and blow up.

The main points now come from Humanoid pick-ups. As in Defender, a pick-up is worth 500 points, but now collecting two gets 1,000 for the second pick-up and so on until a fourth Humanoid underneath you scores 2,000 points.

One trick very few people know is that, if you have a Lander which picks up a Humanoid as the last enemy in a wave, once the Lander is shot you must get the Humanoid back to the surface before the wave ends.

Usually normal points are given, but if the pick-up and put-down are done exactly at the same moment, all the screen flashes and 2,000 points are awarded.

The only other high scoring method is the art of following a Pod to an intersection and Smart-bombing all four.

For a beginner, I would hunt around for a game with five lives, a lot of "inviso" and with any luck set on a skill level of around 2 or 3 which is hard in itself!"

FIGHTING THE THIRD WAR

M.A.C.H. 3

You are miles above the earth in your F15 fighter jet when World War III is announced. Streaking through the sky you speed to defend your country.

M.A.C.H. 3 is part of the Military Air Command Hunter Force which is in a constant state of alert ready to strike as soon as there is an indication of international war.

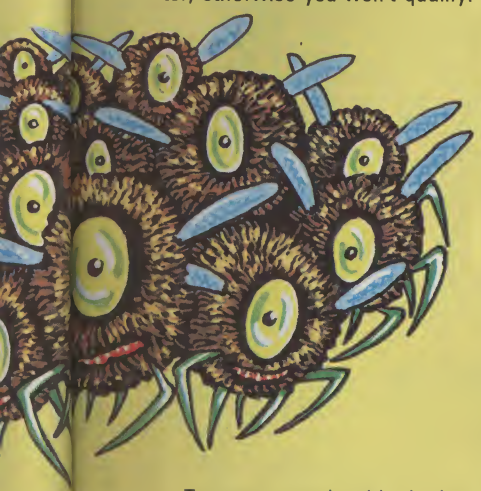
Descending to attack you hear a voice, "Take out the bridge" and with screaming engines you dive into a barrage of anti-aircraft fire before dropping your bombs on target. Other instructions will be heard throughout

TIPS FOR RACE ACES

Racing games are guaranteed to set the adrenalin coursing through your veins, until that frustrating crash, that is.

And so here are a few tips on Pole Position to keep you on the right track from Julian Rignall, *C&VG*'s Arcade Champ.

Pole Position gives the player a chance to get used to the circuit in a qualifying lap. The faster you go, the higher your grid placing in the race, so always aim for 73 seconds or faster, otherwise you won't qualify.



To get a good grid placing, don't bother to change gear once you're in top, only change down in emergencies. Once at the starting post make sure your foot's on the accelerator and the gear is in low to get off to a really good start.

POLE POSITION

Change to high gear at about 90mph if the top speed is 195mph or about 120/130mph if the top speed is 225/250mph. Be prepared to drive like a maniac!

The first right-hand bend is a few seconds after the arrow sign and presents no problems. Move to the outside at top speed and out across very sharply. You might skid, so counter-steer and you'll remain on the track. On the second lap and thereafter, you'll find other cars on the bend, so to dodge them move to the inside of the track near the bend and cut across the grass overtaking cars on the inside and move back onto the track quickly.

Announced by the arrowed sign is the hair-pin with the infamous 'centipede' sign. This sharp left bend needs quick reactions to survive and still come out with a good speed. If there are one or two cars on the bend, don't change gear but move to the outside of the track and jerk the steering wheel left and then quickly counter-steer to dodge the cars on the inside lane.

If there are more than two cars on the track keep in high gear, move to the inside and take a short cut across the grass. Get back onto the track quickly otherwise you'll lose speed and be rammed from behind.

The next obstacle is a long bend — try to keep to the inside of the track but if necessary move to the outside to dodge other cars. The end of this bend is deceptively sharp and you might skid off the track or go into the back of a slow car if you're not careful.

The last leg of the lap is straight. Be prepared to dodge the cars which enjoy lane shuffling especially towards the finishing post — it's most infuriating to see your car written off within sight of the finishing post and a record time.

A few other tips might help — watch the puddles and try to dodge them as they'll slow you down by 10mph. Try not to skid too much as this will also slow you down as does going onto the grass and driving on the red and white border of the track.

Handling is most important so steer smoothly and fluently and try not to jerk the wheel unless it is absolutely necessary. Always think ahead and gauge what other cars are doing — red and white cars have a tendency towards erratic driving, especially slowing down. And the orange ones tend to speed up when you're about to overtake them.

Finally, try your own tricks and tactics which will ease your race. Happy Racing.

FLIGHT INTO FANTASY

Interstellar is one of the first laser disc games to feature computerised graphics.

This helps the background pictures to tie in more closely with the computer graphic crafts which the player controls.

But the visual effects are none-the-less stunning compared to the usual pixel-based graphics of the pre-laser disc games.

It's a far cry from those original green meanies in early shoot-em-ups. Gone are the days when you had to stand for hours crouched over an upright machine, getting cramp and zapping away for all you were worth. You can now recline in a sit-down booth and blast away in style.

The controls for Interstellar are a close replica of an aeroplane's joystick with the fire buttons placed directly under the thumbs for easy firing, a lever allowing you to bank your craft completes the controls.

INTERSTELLAR

The sounds of exploding aliens, meteors, enemy space craft and, unfortunately, your own craft, filters into the booth enveloping you.

You dodge a space craft over the amazing landscapes of Interstellar. The scenario is startling and colourful — real-life film overlaid with computer graphics presents a very futuristic effect.

Taking off, you set course and fly over a city that resembles the Manhattan skyline, changing into a desert with sand dunes stretching into the distance as far as the eye can see you are set upon by the enemy.

To get through the game, you'll need a steady hand and a cool head. All your skill is required as you throw your craft through the sky in an effort to dodge meteors and enemy rockets.

Watch out for the tanks — they're equipped with heat seeking missiles and very accurate!

the game warning of an impending attack and which military installations to hit.

All your skills will be called to the fore in some daring low-level flying as you follow the contours of the land towards your next target.

Oil refineries, airports and other strategic bases have to be destroyed, which is no easy task — you'll find yourself under attack from surface to air missiles guaranteed to bring anyone less than a professional down in flames. To survive you can either blast them out of the sky or try to outrun them.

M.A.C.H. 3 is one of the new breed of laser disc games complete with genuine footage superimposed with computer graphics — the film's background was shot by a stuntman in the U.S.

With its great sound, graphics and hard and fast action, M.A.C.H. 3 should appeal to anyone who is a shoot-'em-down addict.

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BLASTERMIND!

SPECTRUM 48k £5.50

At first glance this might seem to be just another version of a very popular game. How wrong can you be!!! True, the start is simple enough. The Spectrum picks a code of numbers or colours with a selection of levels of difficulty — and invites you to do the same. You then take it in turns to guess each others code from the clue supplied after each guess. An extremely well written, fast and very clearly displayed game, with almost inevitable defeat.

This was exactly as intended but unfortunately *something went wrong*. During the programming strange uncomplimentary messages began to appear on the screen. At first they were so few they were not taken too seriously, but soon they could no longer be ignored. Somehow the Spectrum had been given a personality — a rather devious, supercilious, dislikeable, hateful, horrible mind.

Side B contains a version of the game compatible with the excellent Currah µSpeech unit — even worse!!

The Quest of Merravid

VIC 20 (16k) £7.95 or Commodore 64 £7.95

A really challenging and enjoyable adventure, written by a confirmed adventure addict who grew tired of the ease with which he solved other adventures himself. Will accept and act on sentences containing up to nine words.

The adventurer becomes Merravid, charged with the task of finding, taking and then returning the magic Firestone of the Dwarves. However, overcoming the many novel and original hazards is no easy matter. Careful and imaginative thought is required if progress is to be made and the Firestone tracked down to the lair of the Dragon of Thargon. Even then the Dragon has to be defeated and the stone retrieved. A compulsive, extremely enjoyable and very user friendly adventure.

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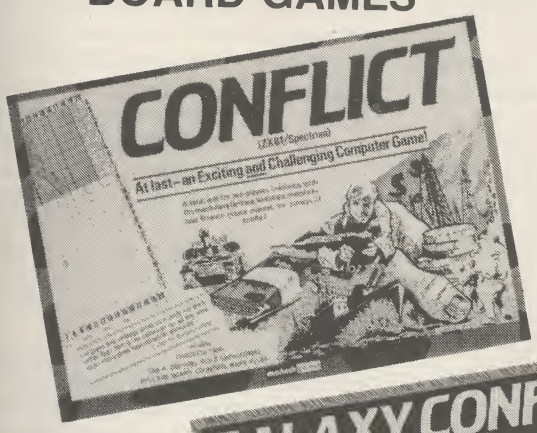

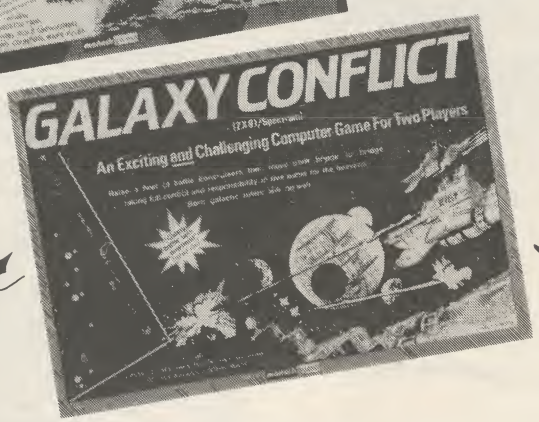

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WELL, JUST WHAT IS IN THAT LETTER . .

It was one of those nights that make you want to get as close to the fire as you can and enjoy a nice glass of claret and read a good novel. The mist outside was thick and damp as Sherlock Holmes settled into his favourite chair in the comfortable sitting room of his Baker Street apartments.

Dr Watson was out at the opera and Holmes was looking forward to a nice quiet evening alone. But first, thought Holmes, I must just go through that pile of letters on my desk. They might contain some interesting items of news.

Holmes got up and walked over to his elegant antique roll top desk and opened it, withdrawing the pile of letters resting on the top shelf.

He placed the pile of letters on the small table by his armchair and poured himself a liberal glass of claret before settling back into the chair. He opened the top letter on the pile — another bill!

The next one was more interesting. As he read the letter his eyes widened

in amazement at the words it contained. "This is incredible!" he exclaimed, beginning to re-read the letter.

Out in the street the mist began to thicken. The few moving figures in the street, huddled-up against the cold, were reduced to mysterious shadows.

Silently one of these shadows moved toward the brightly lit window of 221B Baker Street and peered inside. Holmes was still deeply engrossed in the letter. The mysterious figure reached inside his coat and moved closer to the window . . .

Well, do you know what was in the mysterious letter that interested Holmes so much? You do! Then why not let us in on the secret. We've got six *C&VG* The Champ shirts waiting for the best six answers to our Holmes riddle. Answers on a postcard only please to Sherlock Holmes Competition, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Closing date is January 16th and the editor's — and Holmes' of course — decision is final.

MORE FREE TAPES . . .

Where were you, Commodore 64 owners in Greater Manchester? We've still got 34 Arcadia 64 game tapes from Imagine software to give away — absolutely free!

All you have to do is rush us the coupon below on a postcard and we'll send YOU a free game.

We've decided to open the contest list to anyone living anywhere in the British Isles this month — so the first 34 requests we get for Arcadia tapes will soon be the happy owners of a brand new game for their machine.

IS YOUR GAME WORTH A MODEM?

Have you got a game program you know will knock the socks off everyone who gets to play it? Or perhaps you've got a half finished listing which is going to be the game of the century once you've got around to completing it? Maybe you've just got a great idea for a game and need a final incentive to sit down at your keyboard and work it out?

Well, here at *Computer and Video Games* we're quite good at providing good incentives, as our previous competition winners will tell you! And this latest idea from the competition department at *C&VG* will no doubt encourage you to get those brains in gear.

We've got together with **Micronet 800**, the new system which brings software to your home via the telephone lines, and put together a package of prizes that will encourage even the most jaded programmer to rush back to his micro and start working!

Here's what we want you to do. Simply look out your best games listing — or get cracking and write a new one. The more original your game is the better — but we're always happy to see a well turned out version of a classic game.

Then, fill in the coupon and mail it with a tape of your game, instructions on how to play it, a listing of your program if you have a printer and, most importantly, your name, address and telephone number.

Then send everything off to *Computer and Video Games* Programming Competition, Micronet 800, 155 Farringdon Road, London EC1R 3AD.

Name .....

Address .....

..... Telephone .....

Name of game ..... Micro it runs on .....

No of K needed ..... Other equipment (add-ons, joysticks etc)

.....

.....

Any other information .....

.....

.....

The competition is open to Spectrum, BBC, Tandy, Apple and Commodore Pet owners. All these micros are compatible with the Micronet 800 system.

Now for the best part — the prizes! First prize winner will get a Prism Modem 1000, which will link his, or her, micro to the Micronet 800 system, plus a years subscription to Prestel/Micronet 800. The winning program will appear on the Micronet system so the author's name will go up in lights!

Second and third place winners will get a Moden plus games software for their micros from the *Computer and Video Games* vaults. Fifth to eleventh place programmers will get elegant Micronet 800 t-shirts. And all the best programs will go onto the Micronet 800 system, complete with credits for their authors. So everyone's a winner!

Each entrant will receive details of the Micronet 800 system and what it offers the micro owner.

Closing date for the competition is February 16th 1984, and we'll need about a month to sort through your programs. So get cracking over Christmas — and who knows Santa might just find a modem in the bottom of his sack for you!

"Two pints of blue blood and a packet of Krypton crackers, please, Fred".

"Saturday night and they've just got paid".

"The place just isn't the same since E.T. came home".

"If those Earthlings would stop shooting us, and come and join us they'd have so much more fun".

YOU'VE GOT A WAY WITH WORDS

Judging from the flood of suggestions for a caption for our calendar, free inside November's *C&VG*, you all enjoyed Ross Collin's impression of a noisy alien bar room.

We were tickled pink reading some of your witty suggestions and — after much deliberation — have managed to whittle them down to six lucky winners — who will receive *Computer & Video Games'* "The Champ" T-shirts.

Quite a few of you couldn't resist using "two pints of lager and a packet of crisps, please" from the pop record of a couple of years ago — but we decided to award a T-shirt to Matthew Davy of Essex who developed this idea further to read "Two pints of blue blood and a packet of Krypton crackers, please, Fred".

My personal favourite is from John Bennett who has a joke at the expense of *C&VG*'s illustrious editor with "Which one is Terry Pratt" (that's enough of that — ed.).

Alan Hurt made us wonder what a really rough alien pub must be like with "Quiet in here tonight, eh, Burt?".

Brian Dear's entry contains a word of explanation as to the goings-on in the picture with "Saturday night and they've just got paid".

Bryon Stanway was the only person who chose a famous alien from the movies with "The place just isn't the same since E.T. came home".

Andrew Barlow concludes with a thought for the day for video games nuts with "If those Earthlings would stop shooting us, and come and join us they'd have so much more fun".

Well done, everyone — the T-shirts are in the post.

SPOTTING THE DIFFERENCE

We were deluged last month with budding tank commanders who all spotted the differences between the two tanks in our picture.

Sharp eyed winners of a brand new Atari Battlezone cartridge are Baiju Patel of Surrey, Brian Hambley of Prescot, Merseyside, Mr J. W. Falconer of Glenrothes, Darren Jones of Newcastle in Staffs, Debbie Willows of Bath, M. Livings of Portishead, Bristol, D. Moore of Rochester in Kent, Tom Haslam of Leicester, Fraser Watson of Sheffield, and Mr J. P. O'Hanlon of London.

Battlezone is Atari's latest arcade conversion of the hit coin-op game.

The cartridges worth £29.99 each are now in the post to our lucky winners for use on an Atari VCS. Don't forget the biggest and best prizes are in *C&VG* every month.

OVER THE BORDER!

It's a happy Hogmanay to all our Scottish readers as we bring our rolling city competition north of the border.

To win one of Imagine's new games all you have to do is fill in the form below and send it off to us without delay.

As long as your entry bears a Scottish post mark from anywhere in the country you will have a chance of winning a free game.

When we told Imagine that we were going to open the rolling city competition up to the whole of Scotland they generously increased the number of free games from 100 to 200.

The games on offer are Stonkers — a 3D style tank battle for the 48K Spectrum — Alchemist a graphic style adventure in which you are cast as a wizard, also for the 48K Spectrum.

Please state first choice and second choice on your entry form.

Name .....

Address .....

.....

.....

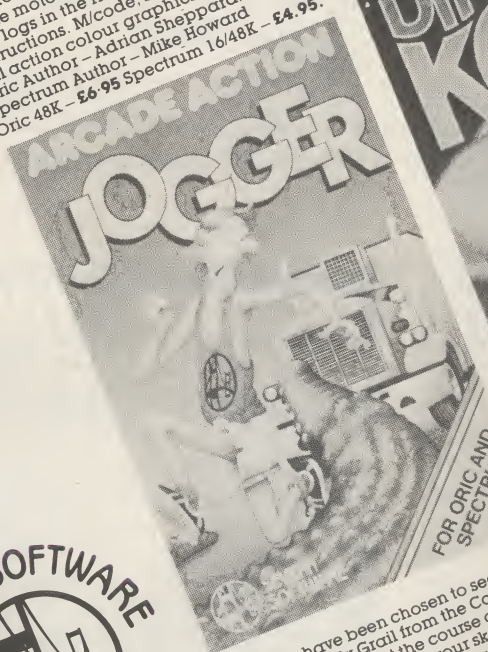
1st Choice .....

2nd Choice .....

The REAL Challenge!

For your ORIC or SPECTRUM

Jogger Guide your joggers across a 4-lane motorway and crocodile infested river to reach their safe haven through the gap in the fence. Each time a jogger is safely home the next one will have to encounter more lorries and cars on the motorway but fewer crocodiles and logs in the river. Full on-screen instructions. M/code, sound effects and full action colour graphics
Oric Author – Adrian Sheppard.
Spectrum Author – Mike Howard
Oric 48K – **£6.95** Spectrum 16/48K – **£4.95.**



Dinky Kong Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the gangways, the gorilla will be throwing barrels and fireballs at you! The only way to reach her is to leap over these obstacles and progress to the top. M/code action with sound effects, full colour action graphics, skill levels etc.
Author – Adrian Sheppard.
Oric 48K – **£6.95**

Quincy A superb dice game for 2 to 6 players. 3 throws per go to try and score points by obtaining certain combinations, i.e. 3 of a kind, a run, pairs etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play. Full colour graphics, on-screen instructions, bonus scores, etc.
Author – Tony Churcher.
Spectrum 48K – **£4.95.**

Oricade A combined assembler Disassembler and editor for the Oric. ★Handles full 6502 Mnemonics. ★Features Save and Reload M/C. ★Assembles and disassembles at any address. ★An essential tool for any serious programmer.
Author – Adrian Sheppard.
Oric 48K – **£8.50.**

Oric titles recommended by ORIC PRODUCTS INT. LTD.

All Spectrum Software is available on Micronet 800.

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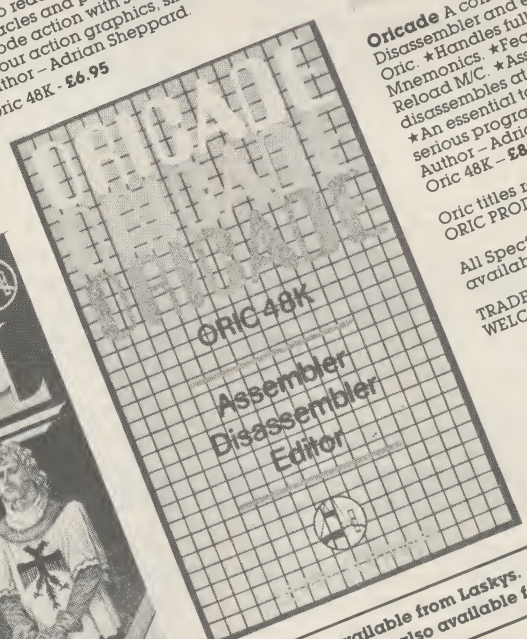
Grall You have been chosen to seek and recover the Holy Grail from the Castle Perilous. Throughout the course of your task you will have to use your skill, intelligence and logic (along with a little luck) as you encounter many foes. You will have the opportunity to gather weapons and armour to fight with, but if you are wounded your strength will drain away – many other features such as warp, jewels etc.
Author – Adrian Sheppard.
Oric 48K – **£6.95.**



Moria A challenging adventure game set in the mines of Moria. You'll have to try and survive encounters with the monsters of middle-earth while trying to locate Durins Ring. The Wizard and the Trader may help or hinder you on your journey to find and open the hidden doors to freedom – a game that will really test your character and staying power.
Oric Author – Adrian Sheppard
Spectrum Author – Mike Howard
Oric 48K – **£6.95** Spectrum 16/48K – **£4.95.**

All Oric titles available from Laskys.
Dinky Kong for Oric also available from WH Smith.

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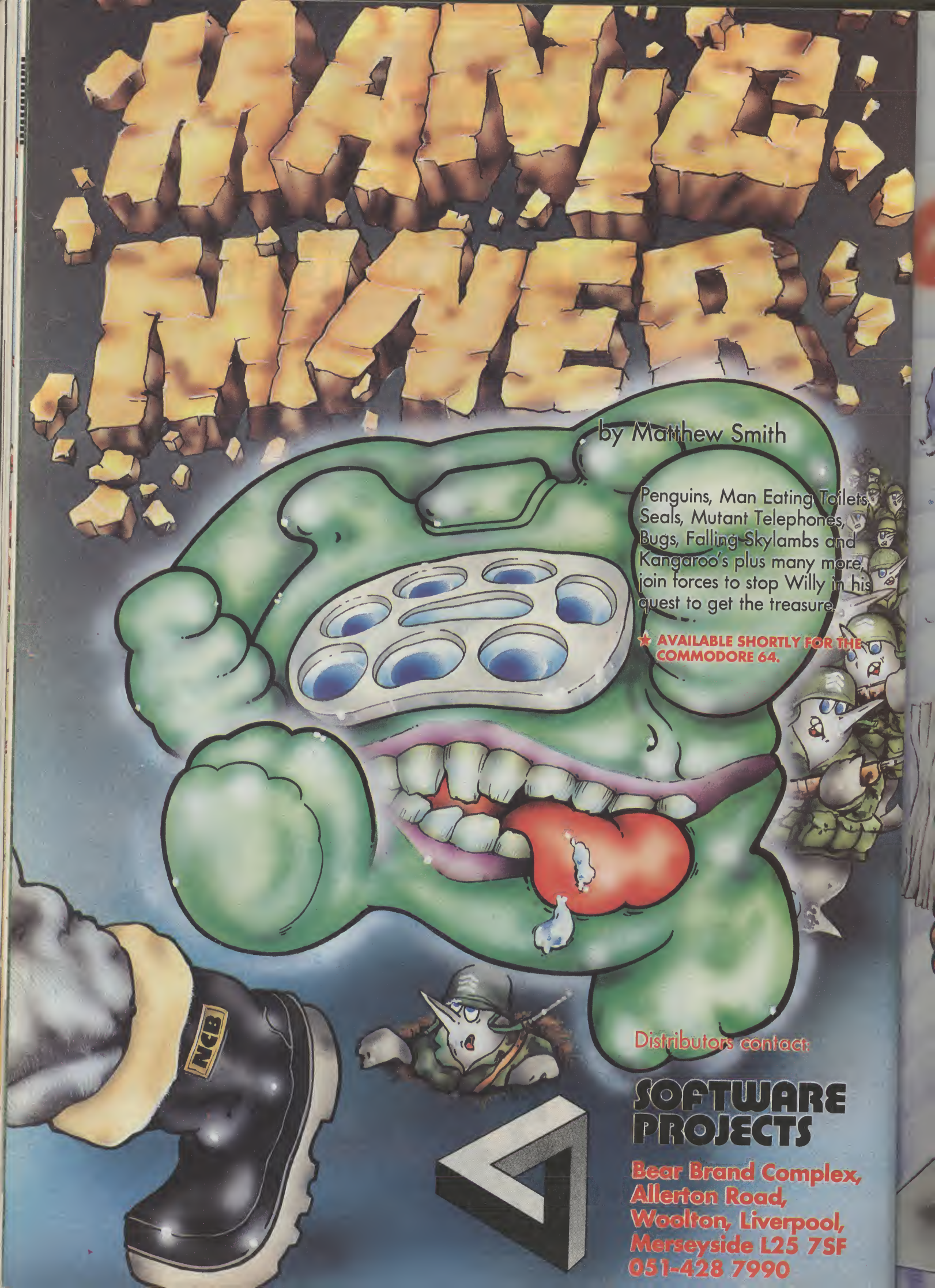
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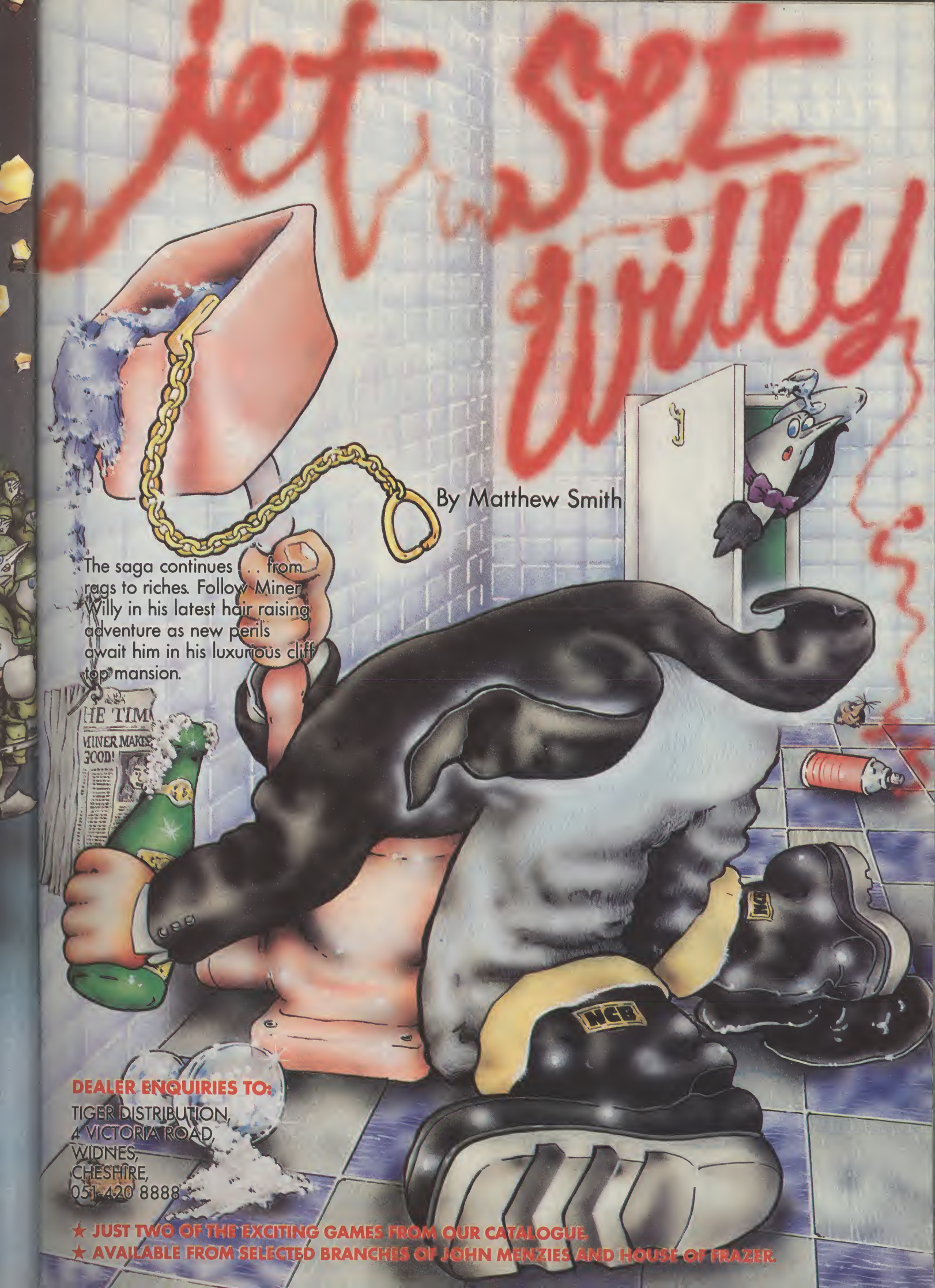
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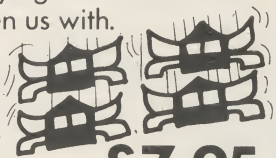

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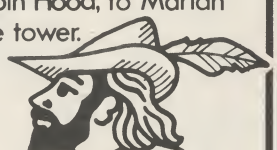

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DEMOLITION

BY MARK WHITE

RUNS ON A SPECTRUM IN 16K

Hi! I'm Derek the demolition expert and this building has got to go! You can help me by finding the ten links which hold up the decrepit frame.

Unfortunately, not everyone wants this building to be knocked down — and there are booby traps to contend with. Weightless fireballs are flying at you from the oil pot and there are mustard and goulash pies on the scene too — what a way to go!

As you toddle along the frame of the building you'll find bits suddenly drop out, leaving you with a gap to jump. You can jump the gaps and the pies and fireballs by pressing the jump key and a movement key to power you in the right direction.

Certain objects are positioned around the building which will earn you bonus points if you managed to pick them up — but there are a few that explode on contact, so beware! Extra fireballs and pies appear after each screen is cleared, and you'll get a bonus man after you've completed four screens.

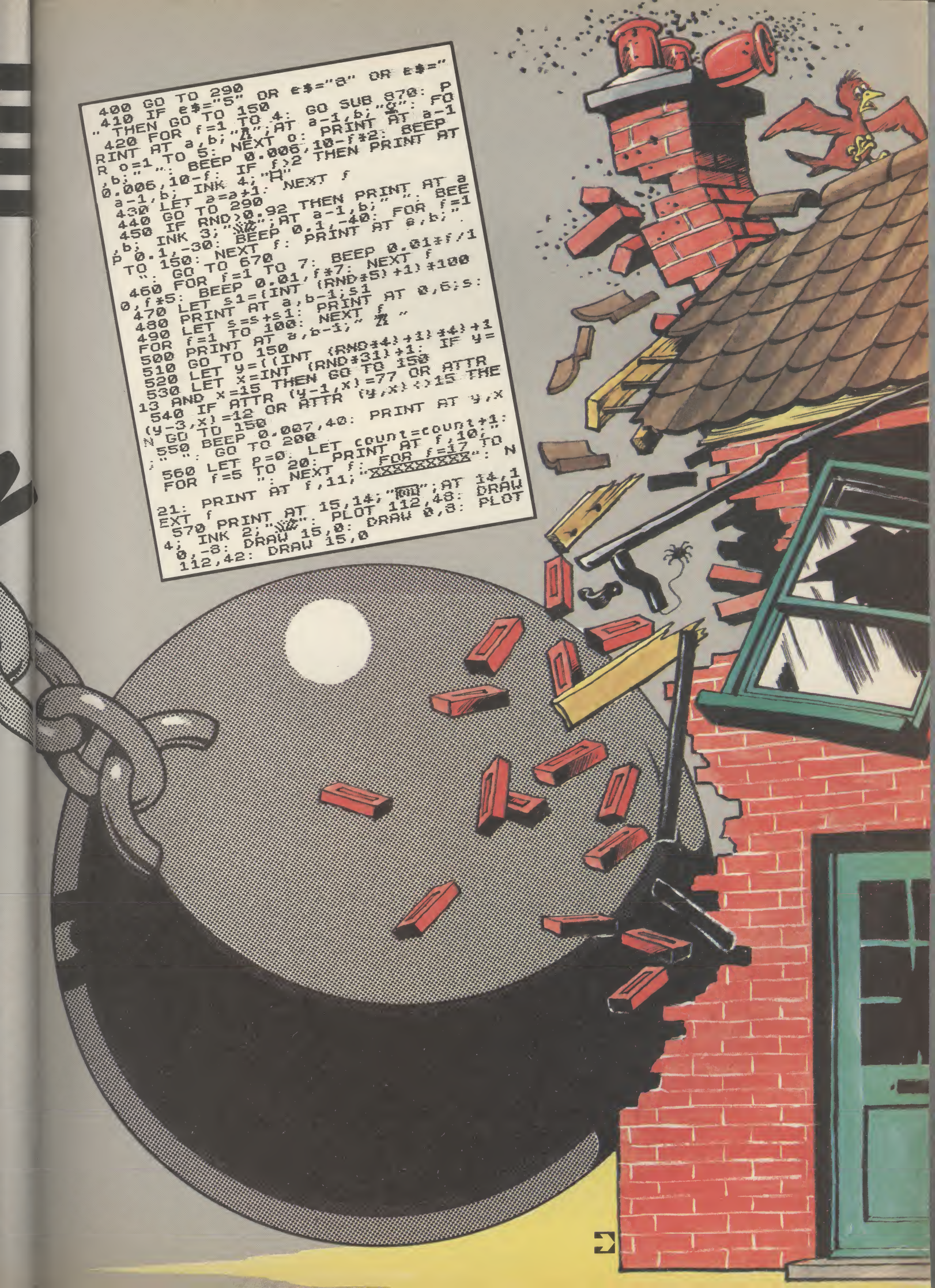
Controls are:
5-left, 6-down,
7-up,
8-right,
9-jump.

```
  10 BORDER 1: PAPER 1: CLS : IN
K 7: PRINT AT 10,7;"Please wait.
": GO SUB 1000: GO SUB 920
  20 LET a$="
      ": LET b$="
  30 LET p=0: LET count=0: LET l
ives=3: LET s=0: LET c$="
  40 GO SUB 50: GO SUB 120: PRIN
T AT 7,13;"Ready ?": FOR f=1 TO
275: NEXT f: PRINT AT 7,13;"
": GO TO 150
  50 CLS : GO SUB 1000: FOR f=5
TO 21 STEP 4: PRINT AT f,0;"XXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX": N
EXT f
  60 PRINT #0; INK 5;"  © M.S.J.
 White February 1983  "
  70 INK 3: FOR f=5 TO 21 STEP 4
: PRINT AT f,10;"■";AT f,20;"■":
 NEXT f
  80 INK 4: FOR f=5 TO 6: PRINT
AT f,3;"H";AT f,29;"H";AT f+4,6;
"H";AT f+4,26;"H";AT f+8,12;"H";
AT f+8,18;"H";AT f+12,5;"H";AT f
+12,15;"H";AT f+12,27;"H": NEXT
f
  90 BRIGHT 1: INK 5: PRINT AT 4
,2;"▲";AT 4,28;"▲";AT 16,1;"●";A
T 12,4;"●";AT 12,27;"▲";AT 16,28
;"●";AT 16,13;"▲": INK 7: BRIGHT
 0
 100 PRINT AT 8,14; INK 2;"▒▒";A
T 9,13; INK 6;" ▒▒ ": INK 6: PLO
T 112,96: DRAW 0,-8: DRAW 15,0:
DRAW 0,8: PLOT 112,90: DRAW 15,0
: INK 7
 110 RETURN
 120 LET a=12: LET b=15
 130 PRINT AT 0,0;"SCORE=";s;AT
0,19;"LIVES=          ";AT 1,25;"
": FOR f=1 TO lives*2 STEP 2
: PRINT AT 0,25+f;"Ω";AT 1,25+f;
"Λ": NEXT f
 140 RETURN
 150 PRINT AT a-1,b;"Ω";AT a,b;"
Λ"
 160 GO SUB 870
 170 IF RND>0.91 THEN GO TO 520
 180 IF a=8 THEN GO TO 780
 190 IF a=20 THEN GO TO 830
```

```
 200 IF INKEY$="" THEN GO TO 150
 210 LET e$=INKEY$: IF e$="9" TH
EN GO TO 850
 220 IF e$="7" THEN PRINT AT a-1
,b;"Ω";AT a,b;"Λ": FOR f=1 TO 3:
 NEXT f: GO TO 240
 230 PRINT AT a,b;"T"
 240 LET s=s+5: PRINT AT 0,6;s:
BEEP 0.003,30
 250 PRINT AT a,b;" ";AT a-1,b;"
"
 260 LET b=b+(e$="8" AND b<31)-(
e$="5" AND b>1)
 270 LET q=ATTR (a+1,b): IF q<>1
5 THEN GO TO 320
 280 LET w=ATTR (a-2,b): IF w=12
THEN GO TO 350
 290 IF SCREEN$ (a+1,b)=" " THEN
 GO TO 670
 300 IF ATTR (a,b)=77 THEN GO TO
 450
 310 GO TO 150
 320 IF q=12 AND e$="6" THEN GO
TO 410
 330 IF q=11 THEN LET p=p+1: LET
 s=s+50: PRINT AT 0,6;s: FOR f=1
 TO 3: BEEP 0.01,f*2: BEEP 0.01,
f*3: NEXT f: PRINT AT a+1,b;" ";
AT a,b;" ": LET b=b+(e$="8")-(e$
="5"): IF p=10 THEN GO TO 560
 340 GO TO 150
 350 IF w<>12 THEN GO TO 150
 360 IF e$="5" OR e$="8" OR e$="
" THEN GO TO 150
 370 IF a=4 THEN GO TO 150
 380 FOR f=1 TO 4: GO SUB 870: P
RINT AT a-1,b;"Ω";AT a,b;"Λ": BE
EP 0.006,f*4+10: BEEP 0.006,f*5:
 FOR o=1 TO 5: NEXT o: PRINT AT
a,b;" ": IF f>2 THEN PRINT AT a,
b; INK 4;"H"
 390 LET a=a-1: NEXT f
```

Illustration: Terry Rogers

```
400 GO TO 290
410 IF e$="5" OR e$="8" OR e$="
" THEN GO TO 150
420 FOR f=1 TO 4: GO SUB 870: P
RINT AT a,b;"A";AT a-1,b;"B": FO
R o=1 TO 5: NEXT o: PRINT AT a-1
,b;" ": BEEP 0.006,10-f: IF f>2 THEN PRINT AT
0.006,10-f: INK 4;"A"
a-1,b;: INK 4;"A": NEXT f
430 LET a=a+1: NEXT f
440 GO TO 290
450 IF RND>0.92 THEN PRINT AT a-1,b;" ": BEE
,b; INK 3;"W";AT a-1,b;" ": FOR f=1
P 0.1,-30: BEEP 0.1,-40: PRINT AT a,b;"
TO 150: NEXT f: PRINT AT a,b;"
": GO TO 670
460 FOR f=1 TO 7: BEEP 0.01*f,f/1
0,f*5: BEEP 0.01,f*7: NEXT f
470 LET s1=(INT (RND*5)+1)*100
480 PRINT AT a,b-1;s1
490 LET s=s+s1: PRINT AT 0,6;s:
FOR f=1 TO 100: NEXT f
500 PRINT AT a,b-1;" "
510 GO TO 150
520 LET y=((INT (RND*4)+1)*4)+1
530 LET x=INT (RND*31)+1: IF y=
13 AND x=15 THEN GO TO 150
540 IF ATTR (y-1,x)=77 OR ATTR
(y-3,x)=12 OR ATTR (y,x)<>15 THE
N GO TO 150
550 BEEP 0.007,40: PRINT AT y,x
;" ": GO TO 200
560 LET p=0: LET count=count+1:
FOR f=5 TO 20: PRINT AT f,10;"
": NEXT f: FOR f=17 TO
21: PRINT AT f,11;"XXXXXXXXX": N
EXT f
570 PRINT AT 15,14;"MM";AT 14,1
4; INK 2;"W": PLOT 112,48: DRAW
0,-8: DRAW 15,0: DRAW 0,8: PLOT
112,42: DRAW 15,0
```



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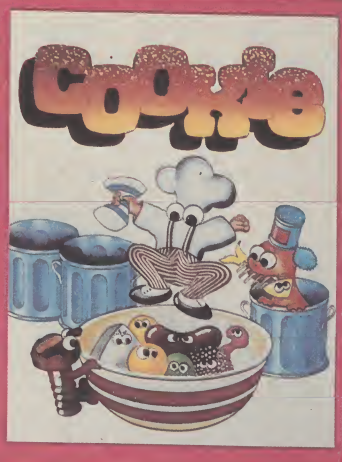

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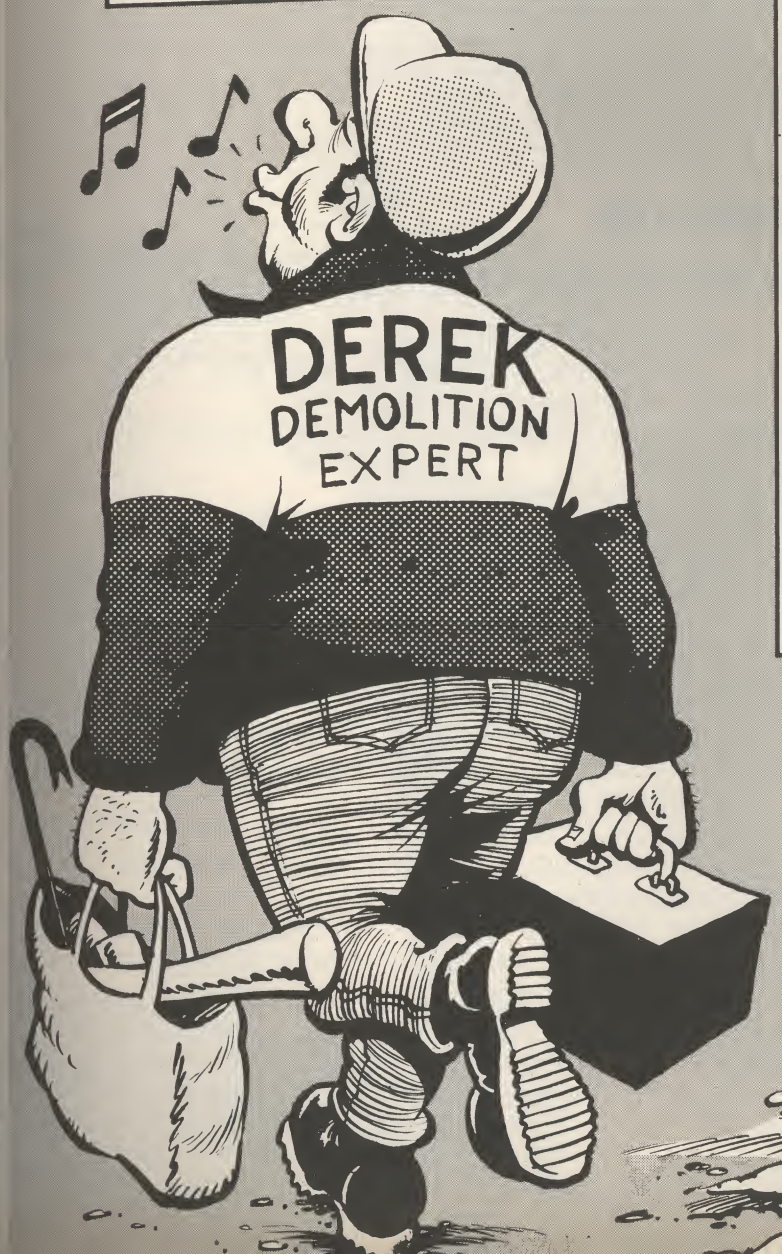
```
 580 PRINT AT 10,13;"WELL";AT 12
,13;"DONE"
 590 FOR f=0 TO 500 STEP 5
 600 PRINT AT 0,6;s+f: BEEP 0.01
,f/10: NEXT f
 610 LET r=INT (RND*29)+1
 620 IF b$(r)="▲" OR c$(r)="▲" O
R a$(r)<>" " OR a$(r+1)<>" " THE
N GO TO 610
 630 LET b$(r)="▲": LET c$(r)="▲
": LET a$(r TO r+1)="▀▄"
 640 IF count=4 THEN LET count=0
: LET a$="
▄▀                    ▄▀
          ": LET b$="
▲                    ▲
 ▲          ▲": LET c$="
 ▲          ▲
 PRINT AT 7,11; FLASH 1;"BONUS M
AN": FOR f=1 TO 100: NEXT f: LET
 lives=lives+1: GO SUB 120
 650 LET s=s+500: PRINT AT 0,6;s
 660 GO TO 40
 670 PRINT AT a-1,b;"◥";AT a,b;"
▙": FOR f=20 TO -20 STEP -1: BEE
P 0.01,f: NEXT f
 680 PRINT AT a-1,b;" ";AT a,b;"
 "
 690 LET lives=lives-1: GO SUB 1
20
 700 IF lives=0 THEN GO TO 730
 710 PRINT AT a-1,b;"▲";AT a,b;"
▙"
 720 FOR f=1 TO 100: NEXT f: GO
TO 150
 730 PRINT AT 10,10; FLASH 1;"GA
ME OVER"
 740 PRINT '''TAB 5;"Another Gam
e ? (y/n)"
 750 IF INKEY$="y" THEN GO TO 20
 760 IF INKEY$="n" THEN STOP
```

```
 770 GO TO 750
 780 IF b<16 THEN GO TO 810
 790 IF c$(b-11)="▲" THEN GO TO
670
 800 GO TO 200
 810 IF b$(b+5)="▲" THEN GO TO 6
70
 820 GO TO 200
 830 IF a$(b+15)<>" " THEN GO TO
 670
 840 GO TO 200
 850 FOR f=1 TO 4: FOR o=1 TO 3:
 NEXT o: PRINT AT a-1,b;" ";AT a
,b;" ": BEEP 0.006,30: BEEP 0.00
6,40: LET b=b+(INKEY$="8" AND b<
31)-(INKEY$="5" AND b>1): PRINT
AT a-1,b;"▲";AT a,b;"▀": GO SUB
870: NEXT f
 880 GO TO 290
 870 LET a$=a$(2 TO )+a$(1)
 880 LET b$=b$(2 TO )+b$(1)
 890 LET c$=c$(32)+c$( TO 31)
 900 BEEP 0.003,20
 910 PRINT AT 8,0; INK 6;b$(5 TO
 18);AT 20,0; INK 5;a$(15 TO 46)
;AT 8,16; INK 6;c$(5 TO 20): RET
URN
 920 LET e=PEEK 23675+256*PEEK 2
3676
 930 FOR f=e TO e+167
 940 READ c: POKE f,c: NEXT f: R
ETURN
 950 DATA 24,102,66,66,60,24,255
,189,189,189,189,36,36,66,66,231
,126,126,66,231,0,0,0,0,24,24,24
,255,255
 960 DATA 126,126,60,129,255,129
,129,129,255,129,129,255,66,36,2
4,36,66,255,0,255,0,255,255,255,
255,255,0
 970 DATA 63,42,81,128,255,127,6
3,31,248,84,34,1,255,254,252,248
,60,66,129,255,219,219,255,126,2
4,24,36,66,145,169,169,126
 980 DATA 255,128,152,164,164,16
4,152,128,255,1,145,145,145,145,
157,1,40,153,74,0,129,66,0,3,192
,2,65,84,146,146,41,36
 990 DATA 4,32,18,136,68,36,20,1
46,8,148,43,68,72,145,170,164,60
,126,255,255,8,8,40,56,24,36,195
,195,165,153,255,60,60,60,60,36,
36,66,66,231,189,189,189,36,36,3
6,36,60
1000 PLOT 57,154: DRAW 0,10: DRA
W 5,0: DRAW 2,-2: DRAW 0,-6: DRA
W -2,-2: DRAW -5,0
1010 PLOT 68,154: DRAW 0,10: DRA
W 7,0: PLOT 68,159: DRAW 5,0: PL
OT 68,154: DRAW 7,0
1020 PLOT 79,154: DRAW 0,10: DRA
W 4,-4: DRAW 4,4: DRAW 0,-10: PL
OT 91,154: DRAW 0,10: DRAW 7,0:
DRAW 0,-10: DRAW -7,0
1030 PLOT 102,154: DRAW 0,10: PL
OT 102,154: DRAW 7,0: PLOT 112,1
54: DRAW 0,10: PLOT 119,154: DRA
W 0,10: DRAW -4,0: DRAW 8,0: PLO
T 127,154: DRAW 0,10
1040 PLOT 130,154: DRAW 0,10: DR
AW 7,0: DRAW 0,-10: DRAW -7,0: P
LOT 141,154: DRAW 0,10: DRAW 8,-
10: DRAW 0,10
1050 RETURN
```



PARATROOPER

Your team of paratroopers is being dropped behind enemy lines from a helicopter. Can you get enough troops down safely to mount an attack? Press any key to make a paratrooper jump from the 'chopper. Then manoeuvre your man using the "greater than" and "less than" keys to avoid the planes, airships, trees and tanks. As the game progresses the airships and other hazards move faster. To make the game more challenging once you've got the hang of it why not make the game harder by increasing the speed of your helicopter or the enemy hazards.

100-220 INSTRUCTIONS
230-330 DEFINE CHARACTERS, COLOURS ETC.
340 DRAW GROUND
350-370 PLACE TANKS
380-400 PLACE PLANES
410-430 PLACE TREES
440-460 PLACE AIRSHIPS
470 PLACE HELICOPTER
480-490 MAKES MAN JUMP FROM HELICOPTER WHEN A KEY IS PRESSED
500-560 MOVE MAN ACCORDING TO KEYS
570 CHECK IF MAN HAS LANDED
590 SUCCESSFUL LANDING
600-640 SPEED UP AIRSHIPS BY 1
650-680 CRASH AND DISPLAY SCORE.
START AGAIN

BY ALEXANDER CLARK

RUNS ON A TEXAS TI 99/4a WITH EXTENDED BASIC IN 3K

```
100 CALL CLEAR
110 DISPLAY AT(12,3):"DO YOU WAN
T INSTRUCTIONS"
120 CALL KEY(0,K,S):: IF K=89 TH
EN 130 :: IF K=78 THEN 210 ELSE
CALL SOUND(-750,-4,0):: GOTO 120
130 PRINT "        PARATROOPER"
140 PRINT "        ~~~~~~~~~~~~"
150 PRINT :: PRINT "     BY ALEX
ANDER CLARK
                    [JULY 1983]"
160 PRINT :: PRINT :: PRINT :: P
RINT
170 PRINT "YOU ARE A PARATROOPER
 IN    WORLD WAR 2,AND YOU ARE
   BEING DROPPED BEHIND ENEMY  L
INES.TRY TO AVOID PLANES,"
180 PRINT "AIRSHIPS AND TANKS WH
ICH AREON PRACTICE MANOEUVRES!!!
"
190 PRINT "USE ANY KEY TO JUMP F
ROM THEHELICOPTER AND THE '<' AN
D  '>'  (WITH ALPHA LOCK DOWN) T
O MOVE FROM SIDE TO SIDE ONTHE W
AY DOWN."
200 PRINT
210 PRINT "   PRESS ANY KEY TO P
LAY"
220 CALL KEY(0,K,S):: IF S<>1 TH
EN 220
230 CALL MAGNIFY(3)
240 CALL CHAR(96,"00FF010F11254D
7FFF3F907F0000000000FE0080C1E3E3
FFFEE040FC00000000")
250 CALL CHAR(100,"000000030F3F7
F7F7F7F3F0F0300000000000082E7F7F
7FFFFF7F7E782000000")
260 CALL CHAR(104,"030F3F7F7FFFF
FFF4020100907010202B0E0F8FCFCFEF
EFE0408102020C0008080")
270 CALL CHAR(108,"80C0FFFFFF3F7
8000000000000000000000FCFEFE800
0000000000000000000")
280 CALL CHAR(112,"081E3F3F7F7F3
F381B0303030303030380F8F8FCFEFEF
E1FDFCFC2FCC0C0C0C0")
290 CALL CHAR(116,"00011F3F3F3F0
F7FFFFFFFD5557F00000080E0FFE0E08
0FEFFFEFE5454FC")
```

Illustration: John Higgins

```
300 CALL CHAR(95,"")
310 CALL COLOR(8,4,4)
320 CALL SCREEN(6):: CALL CLEAR
:: CALL MAGNIFY(3):: RANDOMIZE
330 DEF RAN(X)=INT(RND*X)+1
340 CALL HCHAR(22,1,95,96)
350 CALL SPRITE(#27,116,2,172,RA
N(85),0,5)
360 CALL SPRITE(#19,116,2,172,RA
N(85)+85,0,5)
370 CALL SPRITE(#18,116,2,172,RA
N(85)+170,0,5)
380 FOR A=1 TO 5
390 CALL SPRITE(#A+1,108,2,(A*10
)+20,RAN(250),0,RAN(20)+3)
400 NEXT A
410 CALL SPRITE(#26,112,13,152,1
70)
420 CALL SPRITE(#25,112,13,152,2
00)
430 CALL SPRITE(#24,112,13,152,6
4)
440 FOR A=1 TO 5
450 CALL SPRITE(#A+6,100,15,A*14
+61,RAN(250))
460 NEXT A
470 CALL SPRITE(#1,96,5,10,100,0
,-20)
480 CALL KEY(0,K,S):: IF S<>1 TH
EN 480
490 CALL POSITION(#1,X,Y):: CALL
 SPRITE(#28,104,16,X+16,Y,10,0)
500 CALL KEY(0,K,S):: CALL COINC
(ALL,R):: IF R=-1 THEN 650
510 CALL POSITION(#28,J,E):: IF
J>182 THEN 590
520 IF S=-1 THEN 500
530 CALL COINC(ALL,C):: IF C=-1
THEN 650
540 IF S=0 THEN CALL MOTION(#28,
10,0):: GOTO 500
550 IF K<44 OR K>46 THEN 500
560 CALL MOTION(#28,10,(K-45)*10
):: CALL COINC(ALL,C):: IF C=-1
THEN 650 ELSE 500
570 CALL POSITION(#28,J,F):: IF
K>184 THEN 590
580 GOTO 580
590 CALL SOUND(100,1000,0):: CAL
L DELSPRITE(#28):: SC=SC+1 :: GO
SUB 600 :: GOTO 480
600 SP=SP-1
610 FOR A=1 TO 5
620 CALL MOTION(#A+6,0,SP)
630 NEXT A
640 RETURN
650 CALL SOUND(1000,-5,0):: CALL
 DELSPRITE(ALL):: CALL CLEAR ::
CALL CHARSET
660 DISPLAY AT(12,8):"YOU SCORED
 :"
670 DISPLAY AT(12,20):SC*100
680 RUN 210
```

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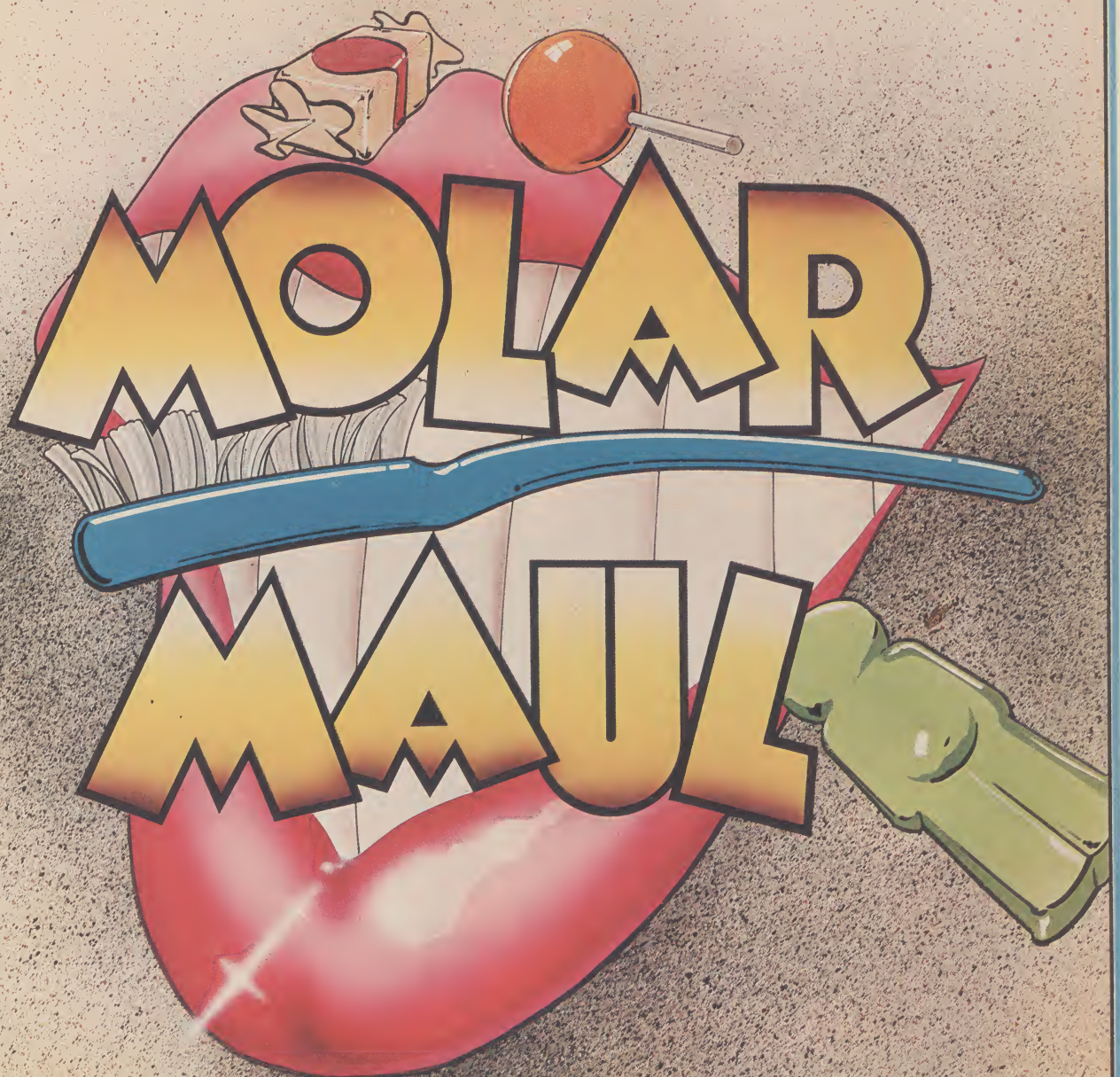

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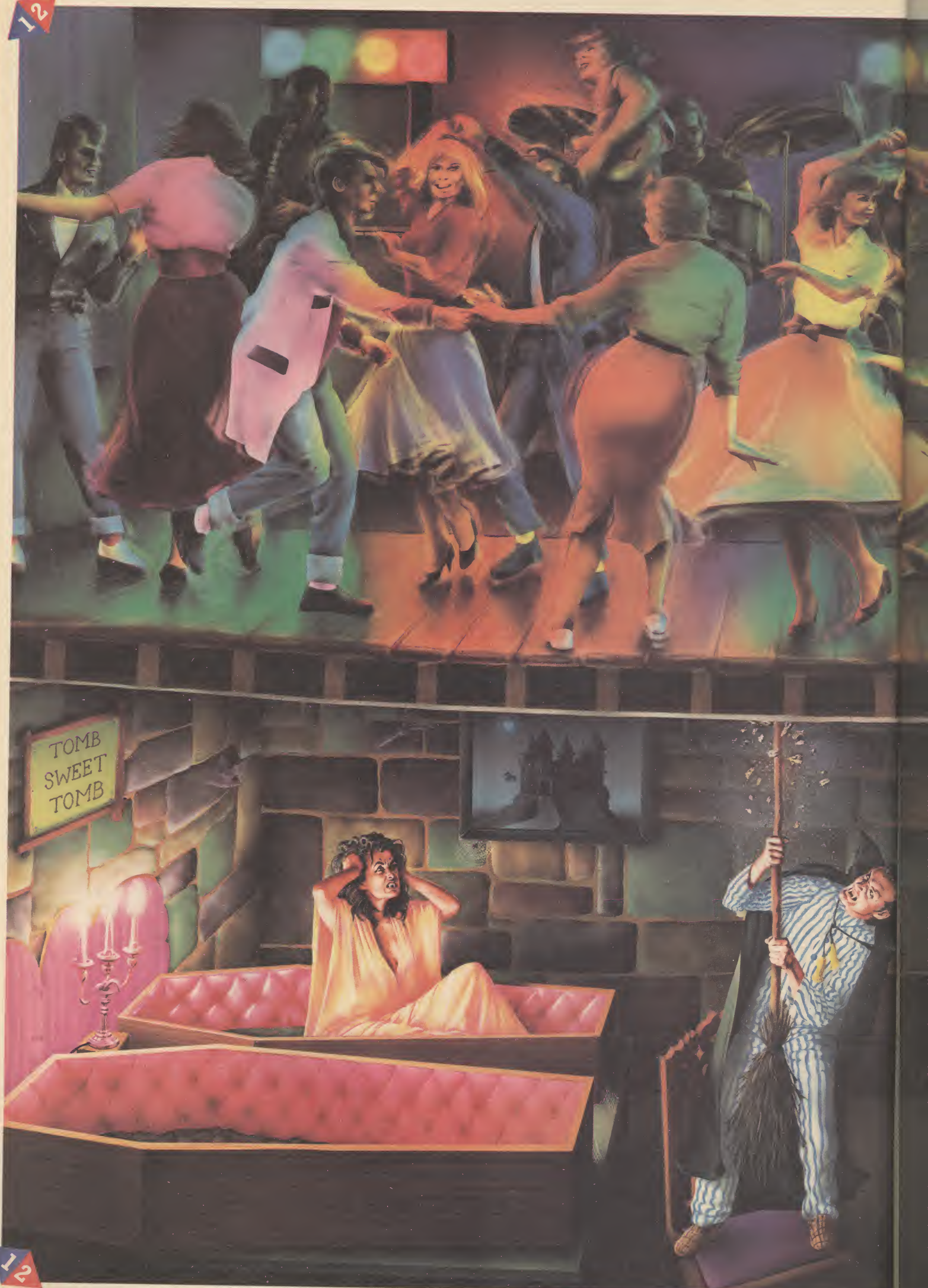
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TOMB

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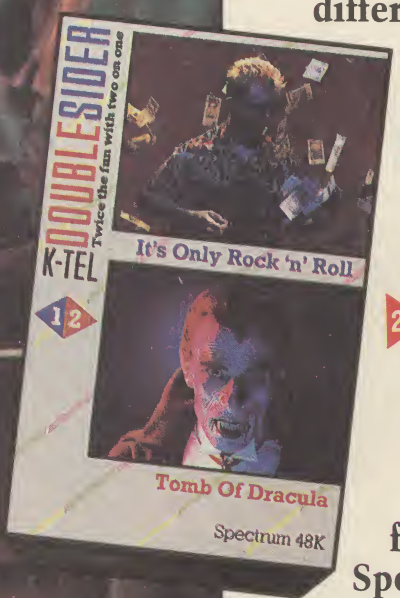

1 **It's Only Rock 'n' Roll** Can you become a superstar? A Rock 'n' Roll idol...Or are you just another has been?
You've got a lot of energy, a bit of money and a great future. But can you stay the course, stand the heartbreaking disappointments, fraud, scandal, even arrest? Can you capture the hearts and wallets of the public and become a Rock 'n' Roll idol?

2 **Tomb Of Dracula** Darkness is falling...The vampires are hungry...You can't go back...Your only chance of survival lies ahead.
The walls are cold and clammy. With each step you remember the horrors ahead; ghouls, zombies and pits of choking slime. In your hand you have but seven silver stakes with which to defend yourself...Dare you face the ultimate evil...and win.

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CRASH LANDING

"Captain! All engines are failing. We're losing altitude. We won't make it to the airfield! And we're over the city! What are we going to do!"

"Don't panic son. We've got a bomb bay full of missiles and I can fly this baby over a derelict area. We'll bomb our own airstrip!"

Can you help the intrepid skipper of this crippled skyship clear a space big enough to land on? If you manage to land the game will start again — but much faster. If you manage to land four times then you're a sky-riding superstar!

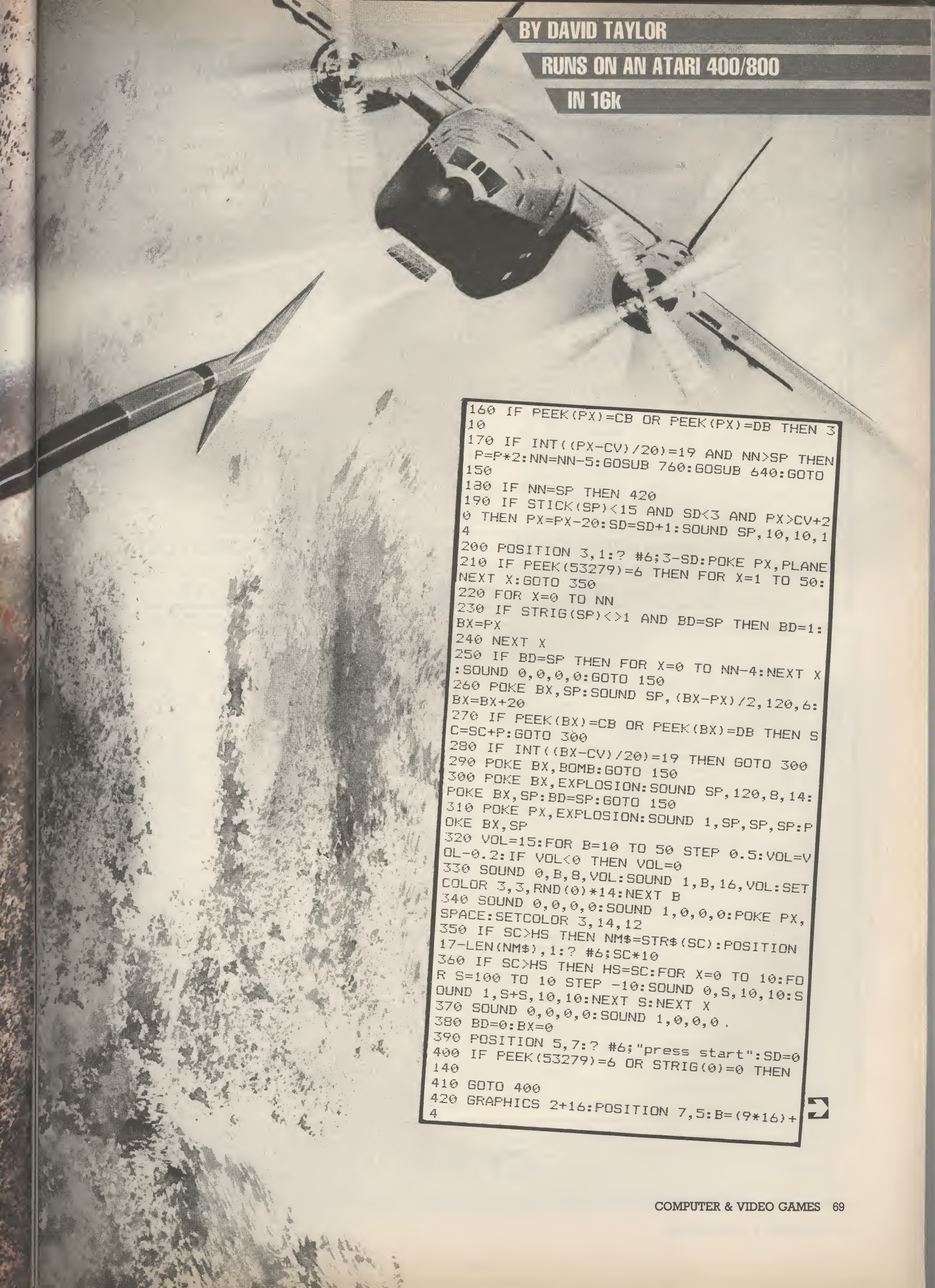
Although your aircraft is rapidly losing height the skipper is able to fire up the engines three times during a game which moves the 'plane up one line. These "jumps" are best used in emergencies!

Program notes

Line 100: initialise and display instructions.
110-130: change display list and set up a display list interrupt.
140: set game variables.
150-250: main program loop.
260-290: bomb dropped routines.
300-410: explode plane and restart game.
420-490: display routine if you manage to land four times!
500-630: redefine character set.
640-750: draw screen.
760: successful landing sound.
770-920: instructions.

```
100 GOSUB 770:GOSUB 490:DIM NM$(10):GOSU
B 110:GOTO 140
110 GRAPHICS 1:POKE 710,0:POKE 1545,0:DL
=PEEK(560)+PEEK(561)*256:POKE DL+3,66:PO
KE DL+8,134:RESTORE 130
120 FOR X=0 TO 8:READ A:POKE 1536+X,A:NE
XT X:POKE 512,0:POKE 513,6:POKE 54286,19
2:RETURN
130 DATA 72,173,9,6,141,24,208,104,64
140 GOSUB 640:SC=0:P=1:NN=20
150 POKE PX,SP:SOUND 1,NN*10,120,4:PX=PX
+1:POKE 77,0:POSITION 10,0:? #6;SC*10
```

ILLUSTRATION: JOHN HIGGINS



BY DAVID TAYLOR

RUNS ON AN ATARI 400/800

IN 16k

```
160 IF PEEK(PX)=CB OR PEEK(PX)=DB THEN 3
10
170 IF INT((PX-CV)/20)=19 AND NN>SP THEN
 P=P*2:NN=NN-5:GOSUB 760:GOSUB 640:GOTO
150
180 IF NN=SP THEN 420
190 IF STICK(SP)<15 AND SD<3 AND PX>CV+2
0 THEN PX=PX-20:SD=SD+1:SOUND SP,10,10,1
4
200 POSITION 3,1:? #6;3-SD:POKE PX,PLANE
210 IF PEEK(53279)=6 THEN FOR X=1 TO 50:
NEXT X:GOTO 350
220 FOR X=0 TO NN
230 IF STRIG(SP)<>1 AND BD=SP THEN BD=1:
BX=PX
240 NEXT X
250 IF BD=SP THEN FOR X=0 TO NN-4:NEXT X
:SOUND 0,0,0,0:GOTO 150
260 POKE BX,SP:SOUND SP,(BX-PX)/2,120,6:
BX=BX+20
270 IF PEEK(BX)=CB OR PEEK(BX)=DB THEN S
C=SC+P:GOTO 300
280 IF INT((BX-CV)/20)=19 THEN GOTO 300
290 POKE BX,BOMB:GOTO 150
300 POKE BX,EXPLOSION:SOUND SP,120,8,14:
POKE BX,SP:BD=SP:GOTO 150
310 POKE PX,EXPLOSION:SOUND 1,SP,SP,SP:P
OKE BX,SP
320 VOL=15:FOR B=10 TO 50 STEP 0.5:VOL=V
OL-0.2:IF VOL<0 THEN VOL=0
330 SOUND 0,B,8,VOL:SOUND 1,B,16,VOL:SET
COLOR 3,3,RND(0)*14:NEXT B
340 SOUND 0,0,0,0:SOUND 1,0,0,0:POKE PX,
SPACE:SETCOLOR 3,14,12
350 IF SC>HS THEN NM$=STR$(SC):POSITION
17-LEN(NM$),1:? #6;SC*10
360 IF SC>HS THEN HS=SC:FOR X=0 TO 10:FO
R S=100 TO 10 STEP -10:SOUND 0,S,10,10:S
OUND 1,S+S,10,10:NEXT S:NEXT X
370 SOUND 0,0,0,0:SOUND 1,0,0,0 .
380 BD=0:BX=0
390 POSITION 5,7:? #6;"press start":SD=0
400 IF PEEK(53279)=6 OR STRIG(0)=0 THEN
140
410 GOTO 400
420 GRAPHICS 2+16:POSITION 7,5:B=(9*16)+
4
```

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```
430 ? #6;"you win":? #6;"    GOOD BOMBIN
G!":POKE 712,(3*16)+8:POKE 708,(2*16)+12
440 FOR X=0 TO 500:NEXT X
450 GRAPHICS 2+16:POKE 712,B:POKE 708,(2
*16)+12
460 POKE 756,56:SOUND 1,15,120,4
470 FOR X=0 TO 19:POSITION X,5:? #6;"Y":
FOR Y=0 TO 100:NEXT Y:POSITION X,5:? #6;
" ":NEXT X:SOUND 1,0,0,0
480 GOSUB 110:POKE 712,B:POKE 711,188:PO
KE 710,B:POKE 1545,B:GOTO 390
490 N=56:P=1:DIM B$(32):RESTORE 490
500 GRAPHICS 0:POKE 752,1
510 POKE 710,(11*16)+8:POKE 709,0:POKE 7
12,(11*16)+8:POSITION 14,12:? "CRASH LAN
DING"
520 FOR X=1 TO 32:READ A:B$(X,X)=CHR$(A)
:NEXT X
530 DATA 104,104,133,213,104,133,212,104
,133,215,104,133,214,162,4,160,0,177,212
,145,214
540 DATA 200,208,249,230,213,230,215,202
,208,240,96
550 I=USR(ADR(B$),224*256,N*256)
560 READ X:IF X=-1 THEN POKE 77,0:RETURN

570 FOR A=0 TO 7:READ Y:POKE N*256+X*8+A
,Y:NEXT A:GOTO 560
580 DATA 58,254,254,146,146,146,254,254,
254
590 DATA 34,0,0,0,64,92,126,92,64
600 DATA 57,63,148,212,254,255,126,132,1
32
610 DATA 56,16,74,16,170,85,16,74,16
620 DATA 55,0,0,0,16,56,124,254,254
630 DATA -1
640 POSITION 0,0:? #6;"}":PX=(PEEK(88)+P
EEK(89)*256)+40:POKE 756,N:CV=PX
650 CL=(9*16)+4:FOR X=708 TO 712:POKE X,
CL:NEXT X:POKE 1545,CL
660 SOUND 0,121,10,10:FOR X=0 TO 50:NEXT
 X
670 PLANE=249:BOMB=34:CB=122:DB=119:SP=0
:EXPLOSION=248
680 FOR Y=18 TO 11 STEP -1:L=ABS((Y-21))
*10:SOUND 0,L+10,10,6:FOR XY=3 TO 19 STE
P 6:FOR X=1 TO 3
690 POKE PX+(Y*20)+X+XY,CB:NEXT X:POKE P
X+(Y*20)+(X-5)+XY,CB
700 NEXT XY:NEXT Y:SOUND 0,121,10,10
710 Y=10:FOR XY=3 TO 19 STEP 6:FOR X=1 T
O 3:POKE PX+(Y*20)+X+XY,DB:NEXT X:POKE P
X+(Y*20)+(X-5)+XY,DB:NEXT XY
720 POKE 708,(2*16)+14:POKE 709,12:POKE
711,(14*16)+12:POKE 1545,(11*16)+8
730 FOR X=0 TO 25:NEXT X:SOUND 0,0,0,0
740 POSITION 7,1:? #6;" HIGH:00000 ":POS
ITION 17-LEN(NM$),1:? #6;HS*10
750 POSITION 4,0:? #6;"SCORE:":POSITION
17,0:? #6;"JUMPS:":RETURN
760 FOR B=1 TO 25:SOUND 0,B,10,10:FOR T=
0 TO 10:NEXT T:SOUND 0,0,0,0:FOR T=0 TO
10:NEXT T:NEXT B:SOUND 0,0,0,0:RETURN
770 GRAPHICS 0:SETCOLOR 2,14,0:POSITION
2,11
780 ? "Do you want instructions? Type Y
or N";:OPEN #1,4,0,"K:":GET #1,K:CLOSE #
1
```

```
790 IF K=ASC("N") THEN RETURN
800 IF K=ASC("Y") THEN 820
810 GOTO 770
820 ? "}   Your aircraft is rapidly desc
endingover a city. The  only  way to lan
d is";
830 ? "to bomb away all  the  buildings.
  Youdrop a  bomb  by pressing the joyst
ick";
840 ? "button (plugged into the first so
cket)Only one bomb can be in the air at
anyone time."
850 ? :? "    You  are  given  3  'jumps'
  at thestart of each game. Each jump  e
nables";
860 ? "the plane to move one line upward
s. Tomake the plane jump, push the joyst
ick";
870 ? "in  any  direction. It is best to
 savethese jumps until as late as  possi
ble";
880 ? "in the game. Use a jump if it loo
ks asthough you are going to crash."
890 ? :? "    If  you  manage  to  land,
 you arepresented  with  a  new  city  a
nd the";
900 ? "plane speeds up. If you manage to
 landfour  times  (most unlikely)  you w
ill";
910 ? "have beaten  the  game and an  'e
nd ofgame' screen will be shown."
920 ? PRESS ANY KEY";:OPEN #1,4,0,"K:":G
ET #1,K:CLOSE #1
930 ? "}   When ever the message 'PRESS
START'appears on  the  screen, you may p
ress";
940 ? "the 'START' key or the joystick b
uttonYou may  press  the 'START' key at
any";
950 ? "time during the game."
960 ? :? PRESS ANY KEY TO "
970 ?  START THE GAME ";
980 OPEN #1,4,0,"K:":GET #1,K:CLOSE #1:R
ETURN
```

```
COMMENTS ON LISTING
In line 390  'press start' should be typed in inverse video
In lines 640,820,930  the curly bracket is a clear screen command
In line 920  type [2 ESC TAB][INV SPACE] before PRESS
In line 960  type [2 ESC TAB][INV SPACE] before PRESS,[INV SPACE] after TO
In line 970  type [2 ESC TAB][INV SPACE] before START
```

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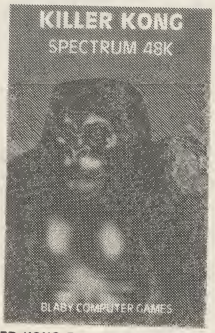

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ROAD RUNNER

PHOTOGRAPH: ERIC SAWYER

BY PHILIP OLIVER

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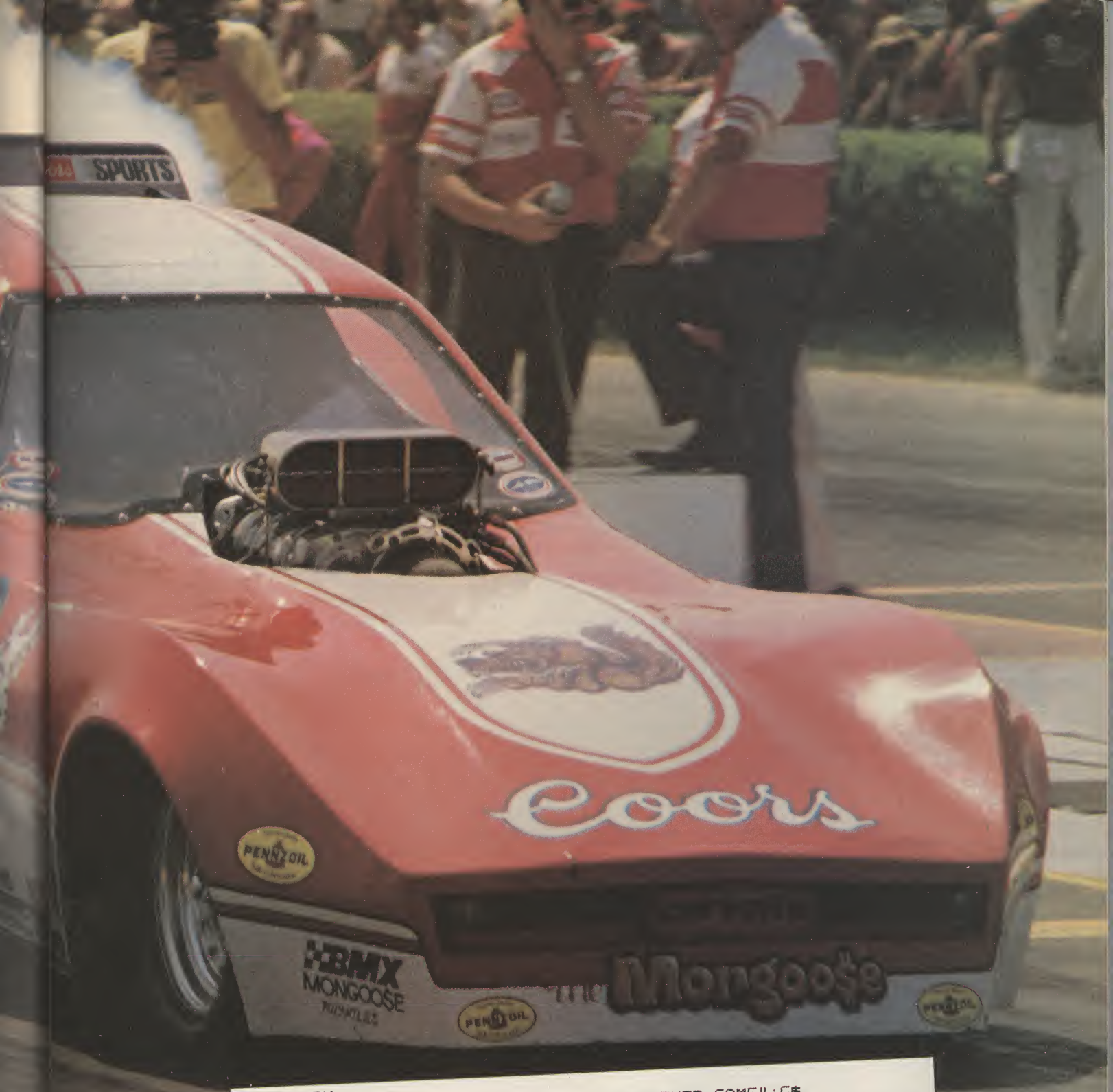
This game has a couple of options for the player. You choose the number of lives you have and the speed. All that and a hi-score feature too! Will you score the fastest lap — step on the gas and find out!

```
0 REM ROAD RUNNER BY PHILIP OLIVER
1 CLS:PRINT"+*+*+*+*+* ROAD RUNNER +*+*+*+*+          BY PHILIP OLIVER"
2 REM FOR THE DRAGON 32
3 REM TYPE THEN FOLLOWING FOR GREATER SPEED:-POKE"65495,0"
4 REM MAIN PROGRAM LOOP 7-9
5 GOSUB 13:REM SETTING VARIBLES
6 GOSUB 39:REM "V" SHAPE TO STOP CARS ESCAPING
7 FOR M=1TO9999999999:GOSUB 23
8 GOSUB 19
9 NEXT M
10 GOSUB 33
11 GOSUB 31
12 GOTO5
13 SC=0:BE=1:D1=12:D=18:R=6:A$=CHR$(143+32):REM SC=SCORE:BE=BEAT HI. SCORE:J1=PO
SITION OF NEAR SIDE ROAD:D=DANGER! WIDTH OF ROAD:R=STARTING POSITION FOR ROAD:A$
=SIDES OF ROAD
14 INPUT"HOW MANY LIVES WOULD YOU LIKE (1-9)";LE
15 IF LE>9 OR LE<1 OR LE<>INT(LE) THEN 14
16 FOR Z=0TO LE:XS=C(Z):NEXT Z:REM SET HI. SCORE
17 S=LE:PLAY"T42;ABCDBCDECDEFDEFG"
18 RETURN
19 J=JOYSTK(0)/32:J1=J1+J-1:IF J1>31 THEN J1=31 ELSE IF J1<0 THEN J1=0
20 IF POINT((J1)*2,4)=8 OR POINT((J1)*2,4)=3 THEN SOUND 200,2:S=S-1:IF S=0 THEN
10 ELSE 6
21 POKE1088+J1,47+S
22 RETURN
23 RN=RND(3)-2:R=R+RN:IF R<1 THEN R=1 ELSE IF R>D1 THEN R=D1
24 PRINT@R+480,A$;A$;:REM NEAR SIDE OF ROAD
25 PRINT@(RND(D))+480+R,CHR$(143+112);:REM PRINTS RANDOM CARS AT BASE OF SCREEN
26 PRINT@R+D+479,A$;A$:REM FAR SIDE OF ROAD
27 SC=SC+10:IF INT(SC/1000)=SC/1000 THEN D=D-1:IF (INT(SC/10000))=SC/10000 THEN
PLAY"T42;ABCBCDCDEDEFEFG":S=S+1:REM FREE LIFE AT 1000
28 PRINT@0,SC
29 IF SC>XS THEN IF BE =1 THEN PLAY"T42;ABCDEFGFEDCBA":BE=0:REM FOR BEATING HI.
SCORE
```




```
30 RETURN
31 PRINT:PRINT:INPUT"WOULD YOU LIKE ANOTHER GAME";G$
32 IF G$="N" OR G$="NO" OR G$="NO THANKS" THEN END ELSE RETURN
33 PRINT"TOUGH LUCK! YOU'RE DEAD"
34 PRINT"+*+*+*+* HIGH SCORE *+*+*+*+*+*"
35 FOR Z=1TO9
36 IF LE=Z THEN IF SC>C(Z) THEN C(Z)=SC::REM UP DATING HI. SCORE
37 PRINT"LEVEL";Z;"= ";C(Z):NEXTZ
38 RETURN
39 IF D<8 THEN D=8
40 CLS:J1=D1+0.5*D:FOR ST=1TO 15
41 IF ST<=R THEN V=ST ELSE V=R
42 PRINT@V+480,A$;A$;
43 IF -ST+30 >V+D THEN V1=30-ST ELSE V1=V+D
44 PRINT@V1+478;A$;A$
45 IF ST>45 THEN GOSUB 19
46 NEXT ST
47 RETURN
48 'RENUM
49 '200B$=INKEY$:IFB$=CHR$(9) THEN J1=J1+1:IF J1>31 THEN J1=31
50 '202IF B$=CHR$(8) THEN J1=J1-1:IF J1<0 THEN J1=0
```

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DOGFIGHT *"The most original and entertaining program I have seen for a long time...the graphics and sound effects are excellent." (HomeCompWkly) "An impressive choice of options and difficulty levels." (AcornUser)* World War 1 air battle. Choose your planes and fight your friends(?) to the death. 8 difficulty levels: amazing options. Get it for the graphics and music: play it for the sheer skill! Raves everywhere. Joysticks O.K. (Opus) 32K BBC: £9.95

TRENCH Probably the least exciting name we've heard for one of the most exciting games we've played. Remember the end of 'RETURN OF THE JEDI'? Well, how about flying your Beeb/X-Wing Fighter down the 3D Trench towards the Death Star-style target, dodging the tie-fighters as they attack. 9 skill levels: sensational graphics. Joysticks O.K. (Clares, too) (Virgin) 32K BBC: £7.95.

ROADRUNNER *The graphics are excellent and sound is used effectively....I enjoyed the game very much." (HomeCompWkly)* Race around a racetrack instead of the Galaxy! Very superior graphics and amazing sound. Avoid the cars and obstacles and collect points for checkpoints. 6 skill levels: bonuses: Hall of Fame with name: very catching. (Superior) 32K BBC: £7.95.

747 FLIGHT SIMULATOR *"The best flight simulator around that runs on the Beeb...a must for all budding pilots." (PersCompNews)* By Captain Roger Selby of British Airways. You're in charge of a 747 which you may choose to land at either Heathrow or Gatwick. 11 control keys: clear instrument display: good runway view as you approach: 8-page on-screen flight briefing. The crashes are very realistic! No joysticks. (Dr Soft) 32K BBC: £8.95

48K SPECTRUM ONLY

GROUCHO Find the Hidden Star - and win a trip to Hollywood! A mad adventure with lots of good tunes and great cartoon-type animation. Follow Groucho and the Piman around the USA. Discover the 22 clues, name the Hidden Star, and win the Trip. (Closes 1/6/84) A brilliant follow-up to PIMANIA. No joysticks. (Automata) 48K SPECTRUM: £10.00

GAMES DESIGNER No expert programming knowledge needed to create your own SPRITE-BASED MACHINE-CODE ARCADE GAMES with this program. EIGHT DEMO GAMES included: 4 written by amateurs! Clear 20-page manual. Design your own aliens, backgrounds, sound, quickly, easily - then save the joystick-option games you've made! (Quicksilva) 48K SPECTRUM £14.95.

MANIC MINER *"Certainly the best arcade game around for the Spectrum." (PopCompWkly)* Based on the USA arcade chart-topper 'MINER 2049er'. Superb graphics and sound as you search through 20 screens - each one a different arcade game. 20 screen demo mode: good jokes. Kempston joysticks. (Bug-Byte) 48K SPECTRUM: £5.95.

HALLS OF THE THINGS *For me this is THE game of '83... hours and hours of sheer pleasure." (ZX Comp)* Explore an 8-storey maze, find treasure, avoid nasties. BUT this time you can see exactly where you are and what you're doing: the maze scrolls as fast as you can move. Brilliant graphics (try waving your sword about!) and 19 command keys. No joysticks. (Crystal) 48K SPECTRUM: £7.50.

GO TO JAIL *"Excellent graphics are used to make a very impressive display indeed...highly recommended." (ZX Comp)* The best computer version of the famous game we've ever seen. From 2 to 5 players (including the Spectrum at last!) Every original feature is faithfully reproduced and the screen display is miraculous. No joysticks. (Automata) 48K SPECTRUM: £6.00.

E.T.X. *"Must be at the limit of the Spectrum's capabilities...must rank among the Spectrum classics" (HomeCompWkly)* Enchanting graphic adventure 16 full-screen scenes: 1400 power power zones! 4 skill levels. and, in 48K, E.T.X. speaks to you as well! KEMPSTON, JAGF, QUICKSHOT Joysticks. (Abbex) 16/48K SPECTRUM: £5.95.

32K BBC/48K SPECTRUM ONLY

THE HOBBIT *"Superior to any other game available (Yr Comp) "Takes first place...for quality and value for money." (S. User)* The adventure that made 1983 famous is now alsoavailable for the 32K BBC. Free 285-page illustrated book with clues to this unique real-time adventure. 80 locations: massive vocabulary: 16-page manual: it took 4 people 18 months to write! No joysticks. (Melbourne) 32K BBC/48K SPECTRUM: £14.95

JOHNNY REB A new full-screen graphic battle game: NOT an arcade or adventure game. You fight out a struggle for a river crossing during the American Civil War. 1 or 2 players. Choose your side, equip your army and fight the battle: great battlefield display. Fight to the death or within time limits as you wish. No joysticks. (Lothlorien) 32K BBC: £6.95 48K SPECTRUM £5.50

3D DEEP SPACE **WITH FREE 3D GLASSES!** *"Not just a game with a new gimmick, it's also a classic game in its own right." (Comp&VidGames)* The first ever true 3D program. To destroy the enemy, you must move IN and OUT as well as normal 2D moves! No joysticks. (Postern) 33K BBC/48K SPECTRUM: £7.95.

DICTATOR *One of the most original games I have seen...an excellent game not exhausted by even dozens of plays." (PopCompWkly)* As a banana republic President, you aim to rule as long as you can, while filling your Swiss bank account. Play off the Great Powers as they threaten to Aid you! Escape assasination (it's very noisy.) No joysticks. (dk'tronics) 32K BBC/48K SPECTRUM: £6.95.

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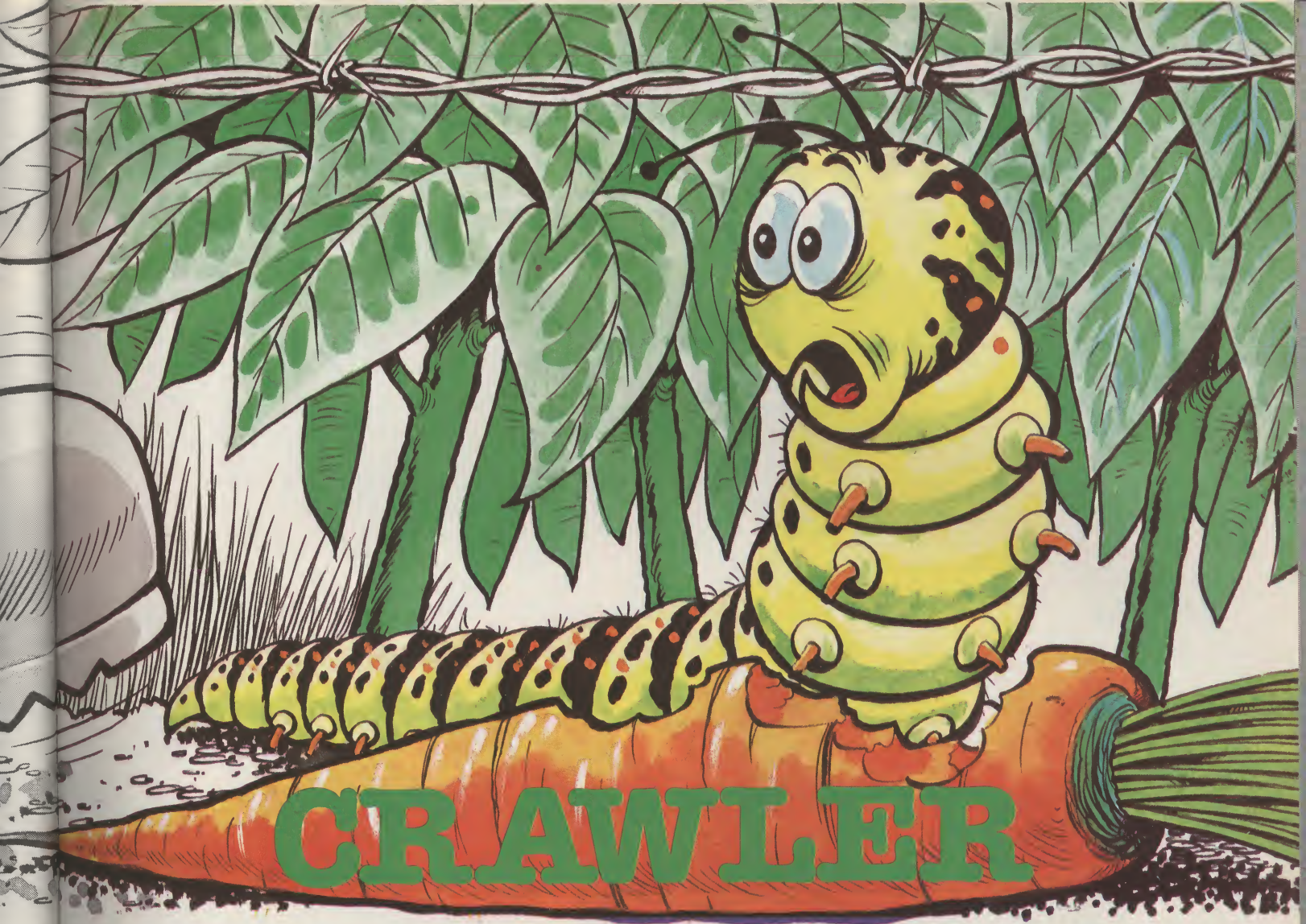
```
   100*TV254
   101*FX9,3
   102*FX10,3
   103*FX11,0
   105MODE2:PROCDEFINE:DIMLEG 0,DIR 0,PEDEX% 40,PEDEY% 40:PROCASSEMBLE:MODE7:PROC
INSTR:MODE2
   110DIMhi%(10),hi$(10):exP$=CHR$232:exP2$=CHR$233+CHR$8+CHR$10+CHR$234:bl$=" "+
CHR$8+CHR$10+" "
   130ENVELOPE2,133,0,0,0,2,1,11,63,0,-10,-5,126,16
   140ENVELOPE1,2,10,0,0,10,1,1,126,0,0,-126,126,126
   150ENVELOPE3,129,1,-1,1,5,10,5,127,0,0,-127,127,127
   160FORI%=1TO10:hi%(I%)=10000:hi$(I%)="BBC":NEXT
   200COLOUR7:COLOUR128:CLS:COLOUR132:PRINT"SCORE 000000 LIVES 3";:COLOUR128
   210sc%=0:life%=3:?LEG=5:LE%=2:COLOUR6:PRB%=0:tsc%=0:Z=RND(-LE%*100)
  4000DF%=0:bx%=9:bf%=0:ff%=0:sef%=0:tbf%=0:?DIR=1:IF?LEG>14?LEG=14
  4005PROCPEDESTART
  4010PRINTTAB(9,29)CHR$227;:TIME=0:REPEAT UNTILTIME=300
  5020COLOUR1:PROCOBS(20,229):COLOUR2:PROCOBS(15,230):COLOUR6:PROCPEDE(?LEG)
  5030VDU23;8202;0;0;0;
  5040IFFNPEEK((PEDEX%?1)+FNDI(?DIR),PEDEY%?1)=133 DIR1=?DIR:?DIR=0:CALLMC:?DIR=F
NSWD(DIR1):GOTO5080
  5045IFFNPEEK((PEDEX%?1)+FNDI(?DIR),PEDEY%?1)=134AND ?LEG<39 ?LEG=?LEG+1:CALLMC:
GOTO5080
  5050IF(PEDEX%?1)+FNDI(?DIR)=20?DIR=0:CALLMC:?DIR=2:GOTO5080
  5060IF(PEDEX%?1)+FNDI(?DIR)=-1?DIR=0:CALLMC:?DIR=1:GOTO5080
  5070CALLMC
  5080PROCKEY:IFff% PROCmismove
  5081IF?LEG=0GOTO10000
  5082IFPEDEY%?1=29 GOTO8600
  5090IFbf% PROCbmove ELSEIFRND(10)<LE%PROCdroP
  5094COLOUR6
  5095IFDF% GOTO9000
  5099GOTO5040
  5100DEFFNDI(D):IFD=2=-1ELSE=D
  5200DEFFNPEEK(X,Y):VDU31,X,Y:LOCALC
```

Illustration: Terry Rogers



Defend your garden from the creepy Crawler! This nasty insect has invaded your vegetable patch and has only one aim in life — to eat everything it sees! The Crawler moves down the screen at you — while you blast away at it with deadly slug pellets! If the Crawler hits a mushroom or reaches the side of the screen, it reverses direction and moves down a line. If it eats an apple its length increases by one segment.

Your aim is to stop it reaching the bottom of the screen. If it manages this twice you'll lose one of three lives. You'll also lose a life if the Crawler hits you with one of the deadly insect bombs it drops. Just another hazard to contend with! In order to finish off the Crawler completely you have to hit its head with one of your pellets. Hitting the body simply scores points. You can also score points by hitting the mushrooms and apples. But beware, the mushrooms split into three when hit, so you'll have to be careful not to give the Crawler an easy path to the bottom of the screen. You'll get bonus points if you hit the Crawler's head.

If you reach 1,000 points the Crawler starts to get a bit wiser. It can detect your position and drops bombs with alarming accuracy. If you pass 3,000 points the bombs might just start chasing you! You'll have to chase them down before they hit you. You get an extra life for every 20,000 points.

There is a top ten feature built into this game — but you'll have to get over 10,000 to get into it. Mark says his own top score is around the 50,000 mark — can you beat him?

```
 5210A%=135:C=(USR(&FFF4) AND&FFFF)DIV&100
 5220=C
 5300DEFFNSWD(D):IFD=1=2ELSEIFD=2=1ELSE=D
 6000DEFPROCOBS(NO%,CH%):REPEAT
 6010PRINTTAB(RND(18),RND(28))CHR$(CH%):NO%=NO%-1:UNTILNO%=0:ENDPROC
 6020DEFPROCPEDE(X%):PRINTTAB(5,1)CHR$224;STRING$(X%-2,CHR$225);CHR$226;:ENDPROC
 6030DEFPROCDEFINE
 6040VDU23,226,129,66,60,126,219,255,66,126,23,225,0,0,60,126,255,255,126,60,23,
224,12,30,63,255,255,63,30,12
 6050VDU23,227,24,24,60,126,255,255,126,60,23,228,0,24,24,24,24,24,24,36,23,229,
28,126,255,90,24,24,24,56,23,230,8,106,255,255,255,126,60,0,23,231,60,24,24,60,6
0,60,60,24
 6060VDU23,232,137,74,44,248,31,52,82,145,23,233,165,165,153,74,74,74,74,74,74,2
3,234,44,44,44,44,173,153,90,60
 6100ENDPROC
 6200DEFPROCASSEMBLE:OSWRCH=&FFEE
 6210DIMMC 200:FORPASS%=0TO2STEP2
 6215P%=MC
```

BY MARK HAW

RUNS ON A BBC B IN 32K

AND NOW FROM LOTHLORIEN

ACTIONMASTER

Get some real action out of your computer this Christmas with ACTIONMASTER, a new range of superior arcade games from Lothlorien – the people who brought you ROMAN EMPIRE, JOHNNY REB and other famous WARMASTER titles.

Look out for the ACTIONMASTER green striped cassettes at leading software specialists, or buy direct by post at no extra cost. Send the coupon TODAY to ensure delivery before Christmas

NEW **MICROMOUSE.** At last educational arcade action! Fight off the software bugs and help Micromouse de-bug his programs. Datakill available. Fight through the levels to the highest score.

BEDLAM. An asteroid explosion has catapulted you to the asylum planet BOVRYLL where you are under attack from waves of loathsome creatures – each more vicious than the last. Your only hope of survival is to kill each wave with a twin-firing photon bolt, but just when you think you're winning you encounter the sorcerous guards. Can you kill ten to win another life?

BEETLEMANIA. Trapped in a maze with four giant green beetles you are desperate to get out. You can find a way but the lock can only be opened with four giant beetle eggs. Naturally the beetles go berserk when their eggs are stolen. Higher levels offer more complex mazes and fast-moving spiders.

TWO-GUN TURTLE. In the middle of winter a turtle is defending his strawberry patch against a variety of marauding bugs... some go for strawberries, some go for you... some don't go for anything unless they're accidentally attacked. But remember this is winter and you never know when it might snow!

ALL ACTIONMASTER games are 100% machine code and are available for any Spectrum unless otherwise stated.

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Dramatic all-graphics reconstruction of a famous World War II Campaign. Your hand-picked force has dropped behind enemy lines to capture a strategic river crossing. 2 versions of the game with ten levels of play.

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The Martians are coming in this superb all-graphics battle. You're in command of land forces defending London when an outbreak of semi-sentient Redweed threatens to immobilize your forces. Fifteen levels of play.

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Two new two-player titles.

DREADNOUGHTS Suspense-filled high seas drama as the pride of the German Grand Fleet is locked in battle with the Royal Navy. Secret orders, battle graphics, torpedoes, guns etc.

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Privateer	48K Spectrum/ZX 81 16K combined cassette £4.50

Prices: ZX81 **£4.50** Spectrum **£5.50** (except Paras) **£5.95** Dragon 32/BBC-B **£6.95** Tandy **£7.95** Atari **£12.50**

Lothlorien games are available from most leading software specialists or direct by post at no extra cost. Why not really put your computer through its paces today?

NEW RED BARON—great tactical WW1 aerial combat game.

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The RH lightpen is compact, little bigger than a felt-tip. It is versatile, with a sophisticated microswitch at its point which responds to the slightest pressure, and an LED lamp at the user's end to indicate data transmission. Both microswitch and LED are fully programmable.

The RH lightpen is reliable, with a rugged metal case to provide physical and electronic protection. Its sensitivity can be adjusted to the thickness and type of your TV screen, giving the highest levels of accuracy.

With the lightpen connected to your BBC Micro you can draw lines on the screen, or give commands simply by pointing to a menu.

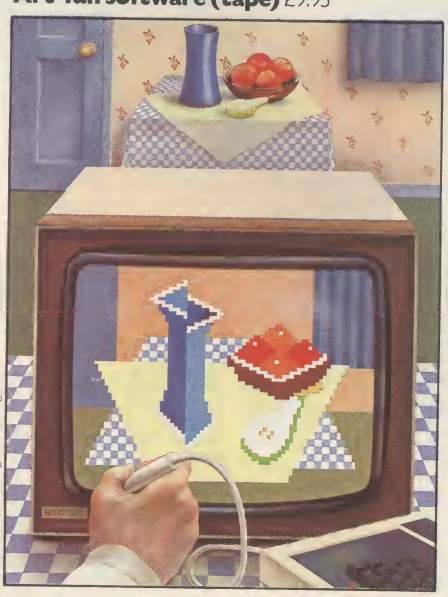
Colour-graphic software

This additional software is available so that all the colours of the BBC Micro's palette are available at the tip of your pen. Complex graphics can be created in minutes.

Art-fun software

This program is guaranteed to bring out the artist in you. It provides inspiration for users of the lightpen and provides full interaction between pen and screen.

Lightpen £45.95 *Approved by Acorn*
40 track disc version of lightpen software £5.95
Colour-graphic software (tape) £9.95
Art-fun software (tape) £9.95



Optimus Graphic Design, Cambridge

RH Electronics has a whole series of excellent software for the BBC Microcomputer Model B. For games, business and education, they will be highly valued by any BBC Micro owner.

Plegaron People Eaters £8.95
Stop the Plegarons' path of destruction by walling them in. A game of skill (nine levels) and cunning.

Galactic Wipeout £8.95
Fight off alien attackers and meteor showers as you transport the survivors of the human race to a new planet.

Ski Slalom £8.95
Guide the skier through the 40 gate course avoiding deadly ice and landsliding snowballs.

Viper £8.95
Guide the snake around its electric cage devouring as much food as you can. Avoid touching the electrified walls, swallowing unsavoury food or causing the snake to eat its own tail.

3 in 1 (A) £7.50
This set of three games for the younger enthusiast includes: Task Force – a strategic battle of sea and air; Demolish – blast your way to freedom avoiding radioactive fall-out and falling masonry as you go; Cosmos – where you have to defend the earth from an invading battle fleet.

Ed-master £12.95
This program uses the quiz format combining the element of fun with educational teaching. 160 questions may be programmed by the teacher, divided into eight subject areas of 20 questions each. Questions and answers can be changed as often as you wish. The computer will tell the pupil whether he or she has the correct answer or not, but cheating is prevented as pupils cannot access the program to find out the correct answers. The scores of up to 40 pupils are stored in the quiz memory and are easily recalled for comparison.

Snail Trail £4.95
Help the snail escape from the maze he's fallen into before he starves to death. There are two skill levels to this cassette.

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A disk for the business or home. It enables you to file, sort and access a great number of items such as diary entries, addresses, telephone numbers, accounts or other information.

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 6220[OPT PASS%
 6230LDA#31:JSROSWRCH:LDX LEG:LDA PEDEX%,X:JSROSWRCH:LDA PEDEY%,X:JSROSWRCH:LDA#
32:JSROSWRCH
 6240.LOOP DEX:LDA PEDEX%,X:INX:STA PEDEX%,X
 6250DEX:LDA PEDEY%,X:INX:STA PEDEY%,X
 6260DEX:CPX#1:BNE LOOP
 6270LDA#31:JSROSWRCH:LDX#1:LDA PEDEX%,X:JSROSWRCH:LDA PEDEY%,X:JSROSWRCH:LDA#22
5:JSROSWRCH
 6280LDA PEDEX%,X:TAX:LDY DIR:BEQ UP
 6290CPY#1:BNELEFT:INX:JMPCHANGE
 6300.LEFT DEX:JMPCHANGE
 6310.UP LDX#1:LDA PEDEY%,X:TAX:INX:TXA:LDX#1:STA PEDEY%,X:JMPPR
 6320.CHANGE TXA:LDX#1:STA PEDEX%,X
 6330.PR LDA#31:JSROSWRCH:LDA PEDEX%,X:JSROSWRCH:LDA PEDEY%,X:JSROSWRCH:LDA#226:
JSROSWRCH
 6340LDX LEG:LDA#31:JSROSWRCH:LDA PEDEX%,X:JSROSWRCH:LDA PEDEY%,X:JSROSWRCH:LDA#
224:JSROSWRCH
 6350RTS:]:NEXTPASS%:ENDPROC
 6360DEFPROCPEDESTART:FORPE%=1TO?LEG
 6370PEDEX%?PE%=(?LEG-PE%)+5:PEDEY%?PE%=1
 6380NEXT:ENDPROC
 7000DEFPROCKEY:TX%=bx%
 7010IFINKEY(-98) ANDbx%>0 bx%=bx%-1:GOTO7050
 7020IFINKEY(-67) ANDbx%<19 bx%=bx%+1:GOTO7050
 7030IFINKEY(-99) ANDff%=0 PROCfire
 7040ENDPROC
 7050COLOUR3:PRINTTAB(TX%,29);" ";TAB(bx%,29)CHR$227
 7060GOTO7030
 7070DEFPROCfire:ff%=1:mx%=bx%:my%=28
 7080PROCmismove:ENDPROC
 7100DEFPROCmismove:LOCALTY%
 7110SOUND1,1,100,2:L%=FNPEEK(mx%,my%-1)
 7120PRINTTAB(mx%,my%);" ":my%=my%-1:IFmy%<2 ff%=0:ENDPROC ELSECOLOUR3:PRINTTAB(
mx%,my%);CHR$228;
 7130IFL%=32 ENDPROC ELSEff%=0
 7140IFL%=133PROCEXP(mx%,my%):PROCexp1(mx%,my%):PROCscore(50):ENDPROC
 7150IFL%=134 PROCEXP(mx%,my%):PROCscore(100):ENDPROC
 7160IFL%=135 PROCEXP(mx%,my%):PROCscore(25):bf%=0:ENDPROC
 7170IFL%=129 PROCscore(150):SOUND0,2,5,5:ff%=0:COLOUR6:PRINTTAB(mx%,my%)CHR$225
:ENDPROC
 7180IFL%=128 PROCEXP(mx%,my%):?LEG=?LEG-1:PROCscore(200):ENDPROC
 7190?LEG=0:PROCscore(300):PROCEXP(mx%,my%):ENDPROC
 8000DEFPROCEXP(a%,b%):SOUND0,2,6,10
 8010COLOUR10:PRINTTAB(a%,b%);exp$;:*FX15,1
 80200$=INKEY$(10):PRINTTAB(a%,b%);" ";:ENDPROC
 8100DEFPROCscore(N%):sc%=sc%+N%:IFsc%DIV20000>tsc% life%=life%+1:COLOUR7:COLOUR
132:VDU7:PRINTTAB(19,0);life%;:tsc%=tsc%+1
 8105IFN%=25 AND sef% sc%=sc%+N%
 8110COLOUR7:COLOUR132:PRINTTAB(12-LEN(STR$sc%),0);sc%;:COLOUR128:ENDPROC
 8200DEFPROCexp1(a%,b%):COLOUR1
 8205ONERRORGOTO8240
 8210IFFNPEEK(a%,b%-2)<>32 GOTO8220 ELSEPRINTTAB(a%,b%-2)CHR$229
 8220IFFNPEEK(a%-2,b%)<>32 GOTO8230 ELSEPRINTTAB(a%-2,b%)CHR$229
 8230IFFNPEEK(a%+2,b%)<>32 GOTO8240 ELSEPRINTTAB(a%+2,b%)CHR$229
 8240ONERROROFF:ENDPROC
 8300DEFPROCbmove:IFtbf% ANDbmy%>=29 GOTO8320 ELSESOUND2,3,(30-bmy%)*7,2
 8310PRINTTAB(bmx%,bmy%)" "
 8311IFsef% bmx%=bmx%+(bx%<bmx%)-(bx%>bmx%)
 8312L%=FNPEEK(bmx%,bmy%+1)
 8320bmy%=bmy%+1:IFbmy%>=30PROCexp2:ENDPROC ELSE PRINTTAB(bmx%,bmy%)CHR$231
 8330IFL%=32 ENDPROC ELSEbf%=0
 8340IFL%=133 PROCEXP(bmx%,bmy%):PROCexp1(bmx%,bmy%):ENDPROC
 8350IFL%=134 PROCEXP(bmx%,bmy%):COLOUR2:PRINTTAB(RND(18),RND(28))CHR$230:ENDPRO
C
 8360IFL%=131 PROCexp2
 8365IFL%=132 PROCEXP(bmx%,bmy%):PROCscore(25):ff%=0:ENDPROC
 8370ENDPROC
 8400DEFPROCexp2:IFtbf% GOTO8450
 8410SOUND0,2,6,5:COLOUR10:PRINTTAB(bmx%,29)exp2$;:IFbmx%=bx%GOTO8440
 8420bf%=0:*FX15,1
 84300$=INKEY$(10):PRINTTAB(bmx%,29)bl$;:ENDPROC
 8440DF%=1:SOUND0,2,5,5:ENDPROC
 8450IFtbf%=25 PRINTTAB(bmx%,29)" "TAB(bmx%,30)CHR$231;
 8455SOUND0,3,1,1
```

```
 8460tbf%=tbf%-1:IFtbf% ANDbx%<>bmx% ENDPROC ELSEGOTO8410
 8500DEFPROCdrop:LOCALr%:IFLE%>5 GOTO8530
 8510r%=RND(?LEG):bmx%=PEDEX%?r%:bmy%=(PEDEY%?r%)+1
 8515IFsc%>30000 AND RND(10)<sc%DIV10000 sef%=1 ELSEsef%=0
 8516IFsc%>30000 AND RND(10)<5 tbf%=25 ELSEtbf%=0
 8520bf%=1:PROCbmove:ENDPROC
 8530IFABS(PEDEX%?1-bx%)<?LEG bmx%=PEDEX%?(ABS(PEDEX%?1-bx%)+1):bmy%=(PEDEY%?(AB
S(PEDEX%?1-bx%)+1))+1:GOTO8515 ELSEGOTO8510
 8600PRB%=PRB%+1:IF?LEG>=10GOTO8660
 8605BN%=10-?LEG+2:IFBN%>50 BN%=50
 8610BN$=STRING$(BN%,CHR$225+" "):FORQ=29TO1STEP-1:SOUND2,3,Q*7,3:NEXT
 8620PROCclear:PRINTTAB(0,29)SPC(39);:VDU31,4,13
 8630COLOUR2:PRINT" BONUS X 50"
 8640PRINTTAB(10-(LENBN$/2))BN$
 8650sc%=sc%+BN%*50:TIME=0:REPEAT UNTILTIME=300
 8660IFPRB%=2GOTO9000
 8665IFLE%<10LE%=LE%+1
 8666?LEG=LE%+3
 8670PROCclear:PRINTTAB(0,29)SPC39;:GOTO4000
 9000REMlife lost
 9010life%=life%-1:COLOUR7:COLOUR132:PRINTTAB(19,0);life%;:COLOUR128
 9020IFlife%>0PROCclear:PRINTTAB(0,29)SPC39;:PRB%=0:GOTO4000
 9030COLOUR11:PRINTTAB(5,8);"GAME  OVER":*FX15,1
 9040TIME=0:REPEATUNTIL TIME=300:PROCclear
 9050COLOUR132:PRINT:COLOUR128
 9060IFsc%>hi%(10) PROChiscore
 9070VDU31,2,6:COLOUR3
 9080FORQ=1TO10:PRINTSTRING$(10,"."):TAB(2,Q*2+4)hi$(Q);TAB(12,Q*2+4);hi%(Q);:PR
INT''TAB(2);:NEXT
 9090COLOUR132:COLOUR7:PRINTTAB(0,29);"ANY KEY FOR NEW GAME";:*FX15,1
 9100REPEAT UNTILINKEY$(0)<>"":*FX15,1
 9105PRINTTAB(0,29)SPC39;
 9110GOTO200
10000FORQ=1TO29:SOUND2,3,Q*7,1:NEXT
10010PROCclear:PRINTTAB(0,29)SPC(39);:VDU31,4,13
10020COLOUR3
10030PRINT"BONUS X 100"
10040BN%=sc%DIV1000+1:IFBN%>20 BN%=20
10045BN$=STRING$(BN%,CHR$226+" ")
10050IFLENBN$<20 PRINTTAB(10-(LENBN$)/2)BN$ ELSEPRINTBN$
10060sc%=sc%+BN%*100:TIME=0:REPEAT UNTILTIME=300
10070IFLE%<10LE%=LE%+1
10080?LEG=LE%+3:PROCclear:GOTO4000
11000DEFPROChiscore:LOCALi%:i%=10:hi%(0)=sc%+1:PRINTTAB(0,29)SPC39;
11010REPEAT i%=i%-1:hi%(i%+1)=hi%(i%):hi$(i%+1)=hi$(i%)
11020UNTILsc%<hi%(i%-1)
11030VDU31,5,10:COLOUR5:PRINT"HIGH SCORE!"''TAB(2)"ENTER YOUR NAME"''TAB(2)"(Max
 6 letters)"'
11035*FX15,1
11040INPUT"      "hi$(i%):IFLEN(hi$(i%))>6 PRINTTAB(0,16)SPC20;TAB(0,16);:GOTO1
1040
11050hi%(i%)=sc%:PROCclear:ENDPROC
11060DEFPROCclear:FORQ=1TO28:VDU31,0,Q:PRINTSPC(20):NEXT:ENDPROC
11100DEFPROCINSTR
11110VDU31,12,2,141,130:PRINT" C R A W L E R";:VDU31,12,3,141,130:PRINT" C R A W
 L E R"
11120VDU31,5,6,134,136:PRINT"HEAD";CHR$137;"300 Points PLUS";CHR$136;"BONUS"
11130VDU31,5,8,134,136:PRINT"TAIL";CHR$137;"200 Points"
11140VDU31,5,10,134,136:PRINT"MIDDLE";CHR$137;"150 Points"
11150VDU31,5,12,130,136:PRINT"APPLE";CHR$137;"100 Points"
11160VDU31,5,14,129,136:PRINT"MUSHROOM";CHR$137;"50 Points"
11170VDU31,5,16,133,136:PRINT"BOMB";CHR$137;"25 Points"
11180VDU31,13,20,135,157,132:PRINT"KEY FOR MORE";CHR$156
11190*FX15,1
11200REPEATUNTILINKEY$(5)<>""
11210VDU12,31,12,2,141,130:PRINT" C R A W L E R";:VDU31,12,3,141,130:PRINT" C R
A W L E R"
11220VDU31,11,6,131,136:PRINT"'Z'";CHR$137;"to go";CHR$136;"LEFT"
11230VDU31,11,10,131,136:PRINT"'X'";CHR$137;"to go";CHR$136;"RIGHT"
11240VDU31,11,14,131,136:PRINT"'SPACE'";CHR$137;"to";CHR$136;"FIRE"
11250VDU31,13,20,135,157,132:PRINT"KEY TO START";CHR$156
11260*FX15,1
11270REPEATUNTILINKEY$(5)<>""
11280VDU7:ENDPROC
```

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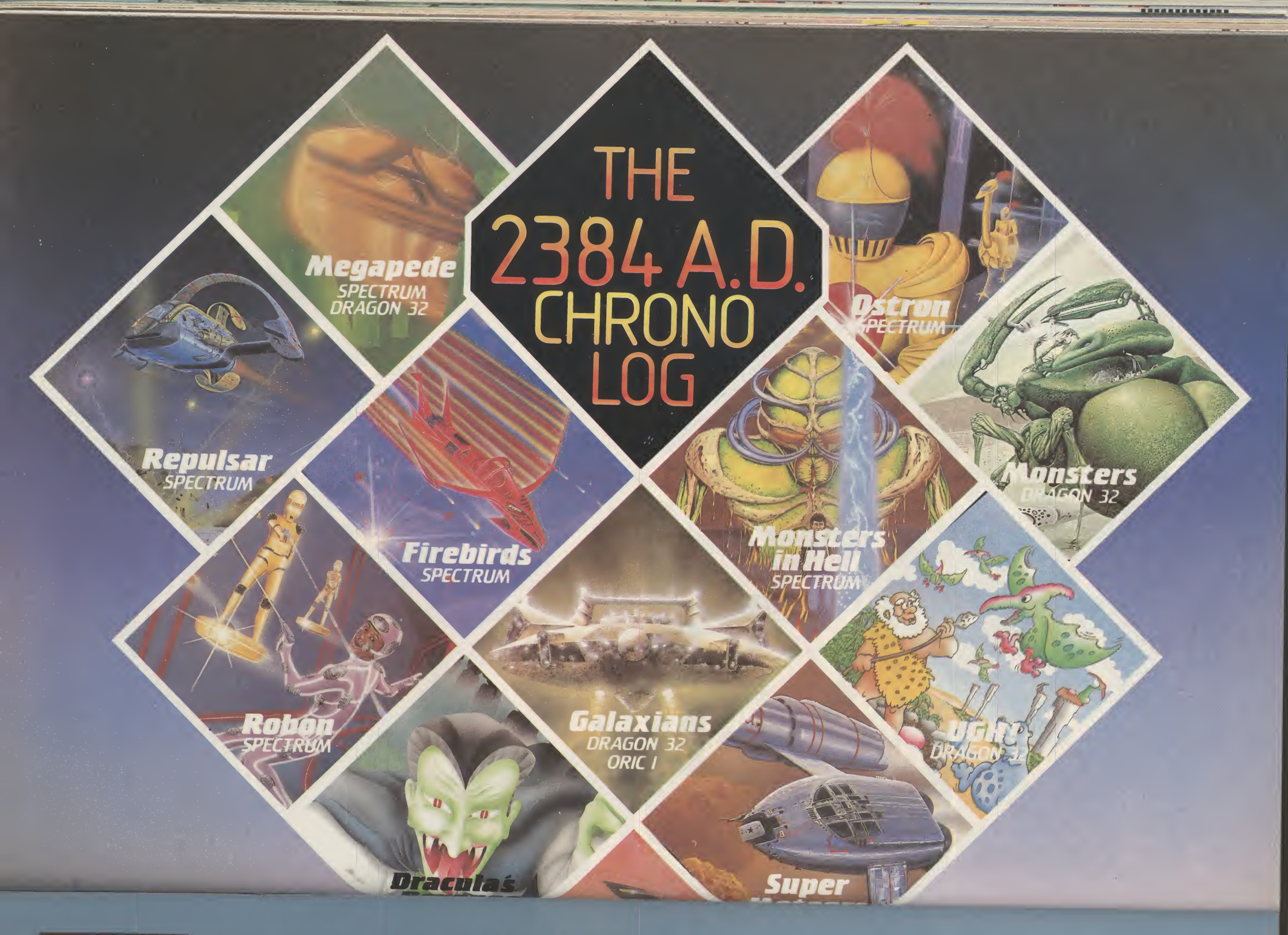
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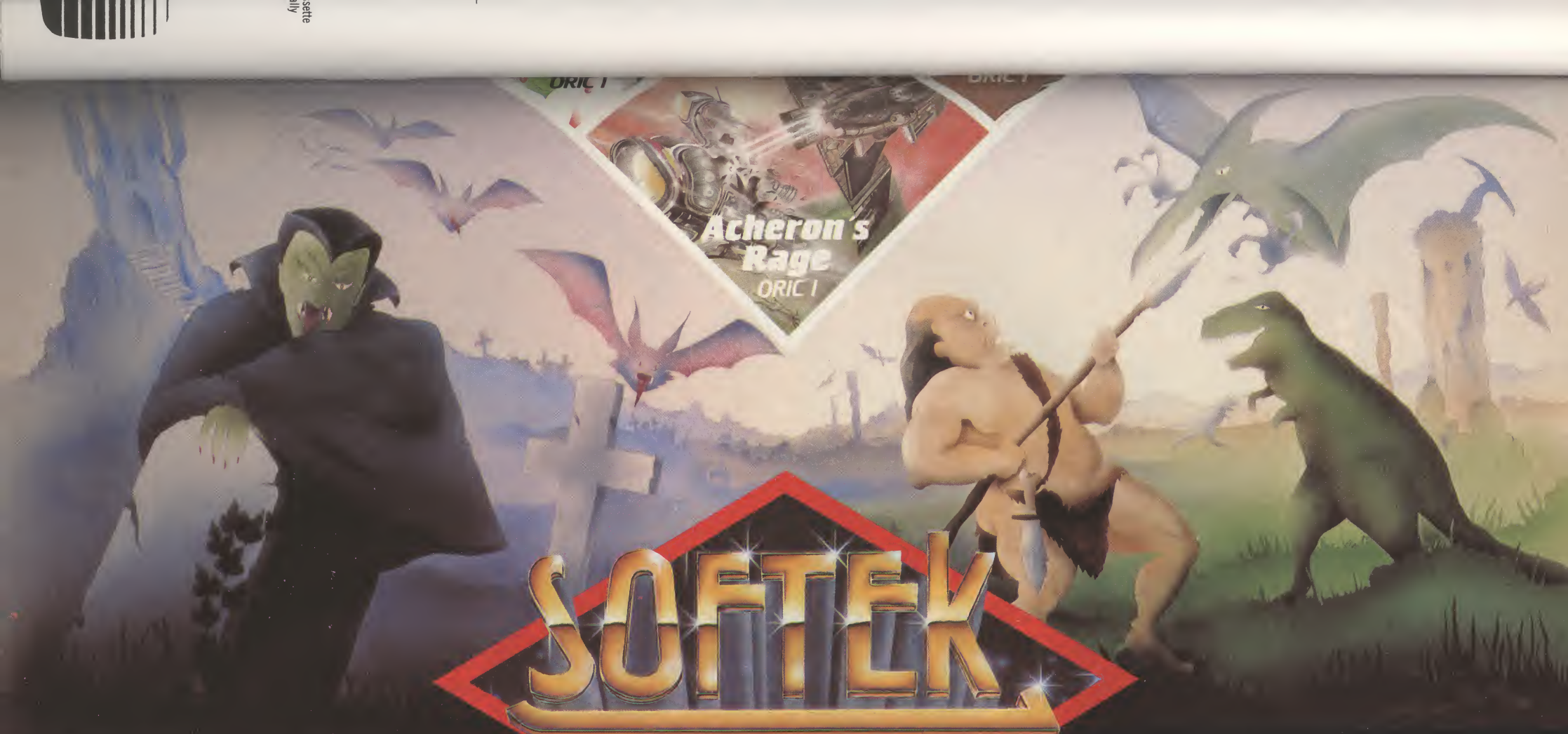

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OOPS!

The Time Lords were up to their tricks in last month's issue of this magazine. We sent our printers forward in time to check out the dates & discovered the calendar printed in December's issue of Computer & Video Games was wrong!!

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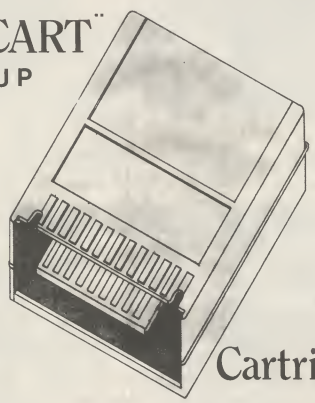

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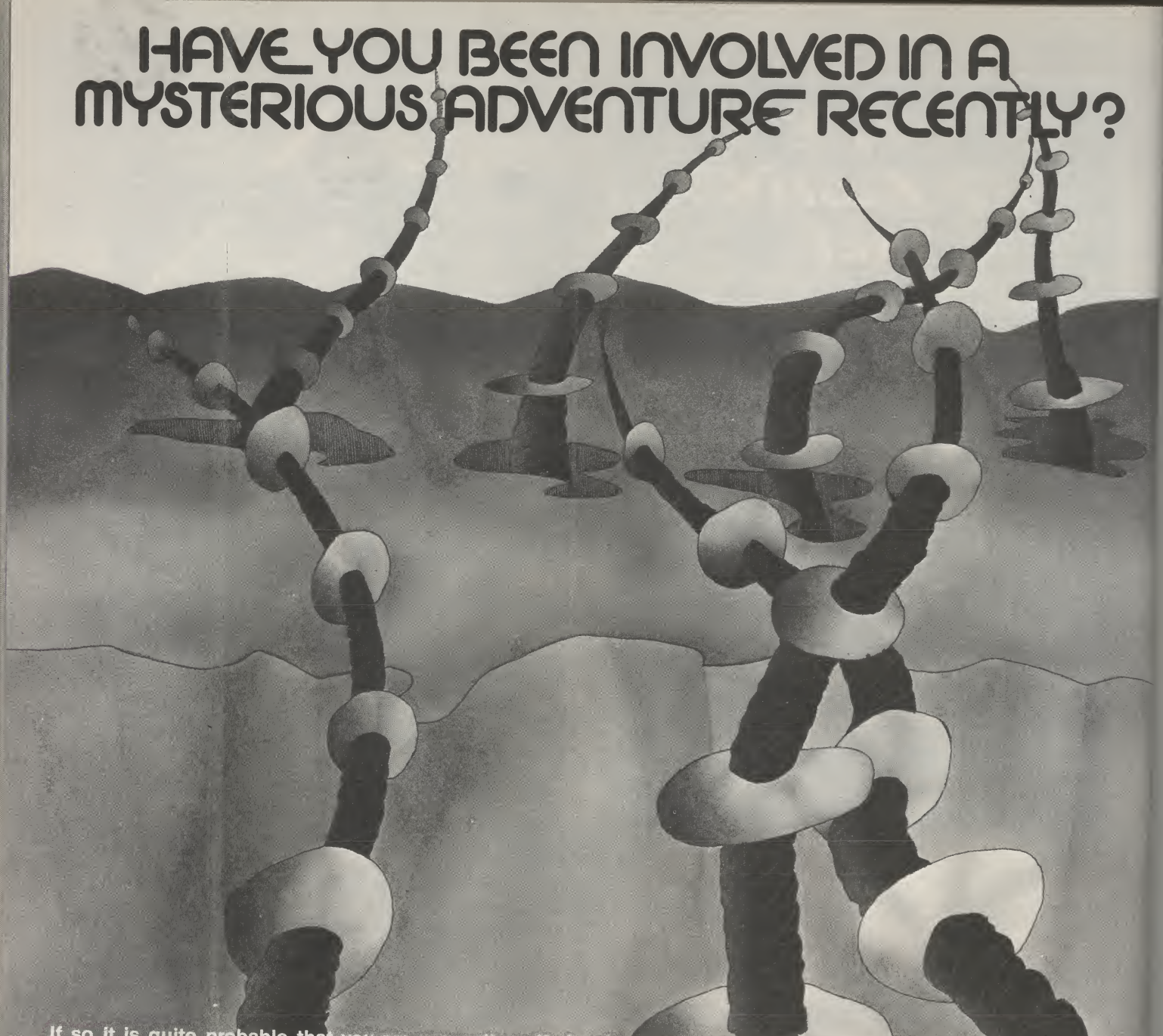

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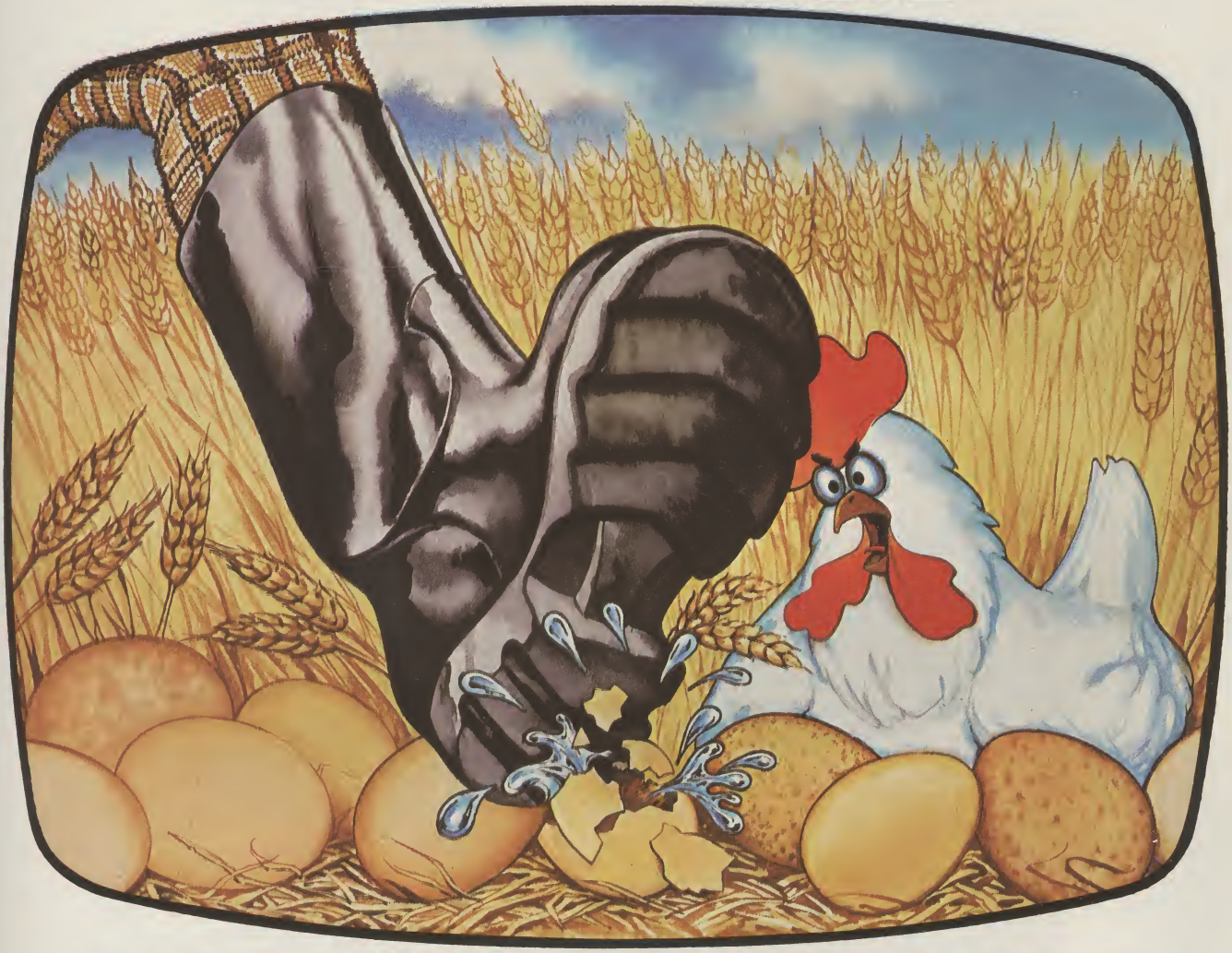

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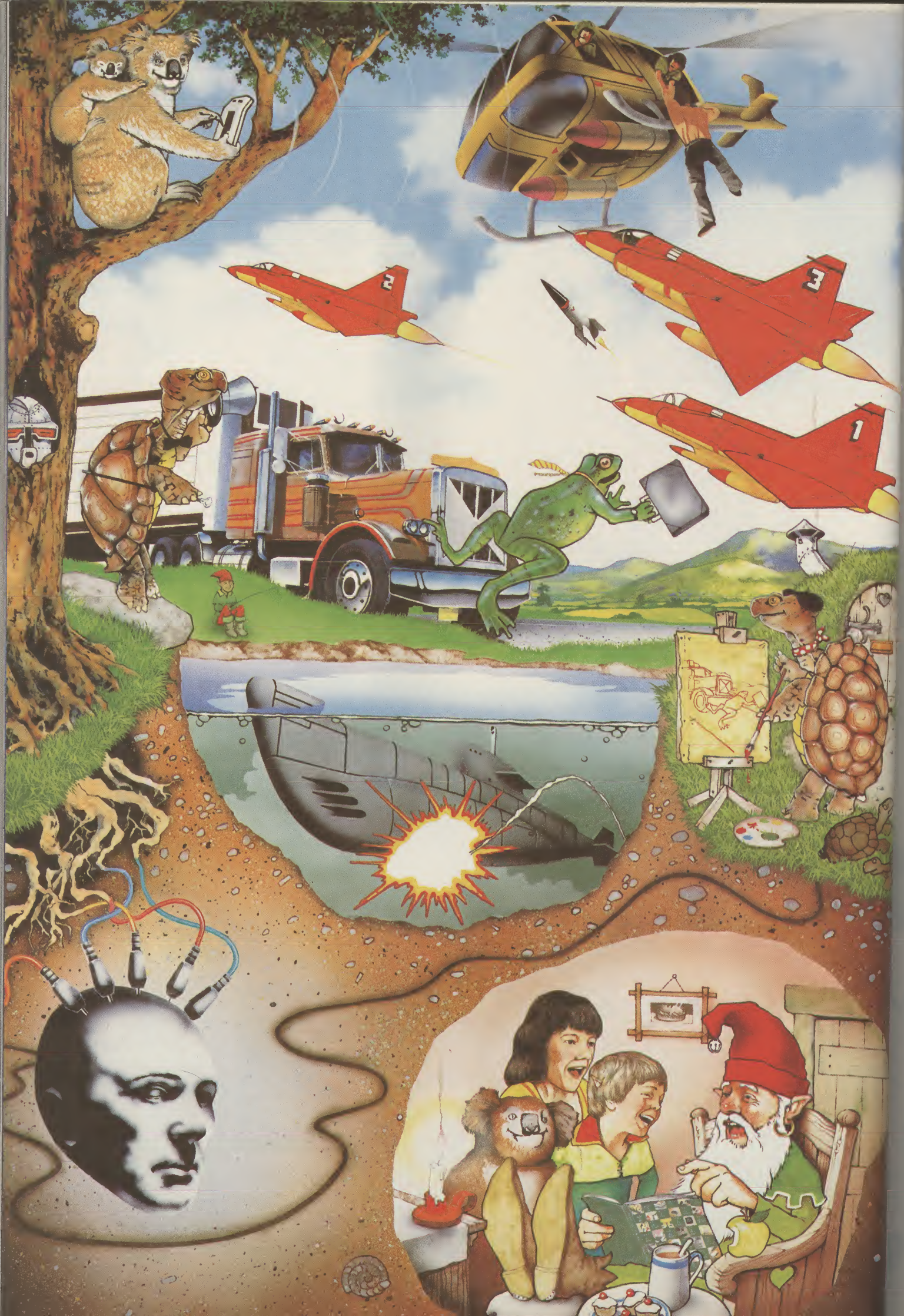
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by Adventure International.

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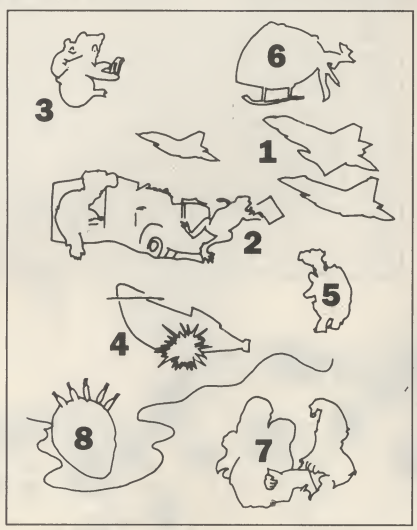

5. Turtle Graphics II *by HesWare.*

This Turtle's about to paint the town red. Or green. Or blue with pink spots. By teaching him to paint, draw and colour he'll teach you, painlessly and enjoyably, the basics of computer programming — maths, logic, communications and more with over sixty commands. Ideal for children from six to sixty.

6. Choplifter *by Broderbund.*

Sixteen hostages are holed up in an inaccessible barracks. Only an ace chopper pilot can free them — you!

Watch out for the tanks, they'll crush anything. They're just for starters — fighter jets and the awesome homing air-mines are yet to come. Good luck . . . you'll need it!

7. Kids and the Apple/Atari *by Datamost.*

These books will teach you, simply, how to write your own programmes. Step-by-step instructions teach you how to create your own action, board and word games. Programme your finances or even learn another language — whatever you do, you'll get the most out of your home computer.

8. Suspended *by Infocom.*

20 miles beneath the earth's surface your brain is wired to a computer network. You'll strategically manipulate 6 robots to overcome a myriad of realistic and original problems as you try to maintain surface-side equilibrium. But don't worry, the end is in sight — you're only there for 500 years!

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Munch, munch, gulp. Oh, hello there! I'm Cyril the gourmet caterpillar and I just love the odd bit of fruit and veg to round off a good meal — of more fruit and veg! I'm on the look out for a tasty garden to raid. Fancy coming along for a quick bite?

You guide Cyril the caterpillar around the vegetable patch — eating the fruit and avoiding the vegetables which appear randomly on the screen. If Cyril mistakenly eats a vegetable some of his tail falls off! Two segments for a carrot and five for a turnip. If Cyril shrinks to less than a head and one segment the game ends. Cyril can grow again by snapping up fruit — he grows by one segment each time he eats two bananas or five cherries. When Cyril has eaten 20 fruits the screen changes colour and the player gets 30 seconds at a bonus level.

Cyril must now eat vegetables and avoid the fruit! Talk about a confused caterpillar! When 30 seconds are up the game returns to normal and the game continues.

At random intervals during play the caterpillar's tail will start to burn like a fuse. The only way Cyril can save himself is to reach the medicine bottle as fast as possible and eat it to gain a 500 point bonus and put out the flame. Each segment consumed by the flame is left behind as a spark showing the player just how much Cyril has shrunk. Fortunately Cyril can eat anything while his tail is on fire — so he can gobble his way through the garden without being affected by the vegetables. Oh yes, one final hazard. If Cyril touches the sides of the screen he will die instantly.

```
900 POKE56,28:FORI=7168TO7679:POKEI,PEEK(I+25600):NEXT:I=0
910 READA:IFA=999THEN930
920 POKE7168+I,A:I=I+1:GOTO910
930 PRINT"■LOAD TURNIP TURMOIL":NEW
950 DATA36,36,126,201,219,126,36,36,24,60,231,52,60,231,52,24,0,96,220,208,208,2
20,96,0
960 DATA60,126,66,60,36,36,36,0,0,6,59,11,11,59,6,0,0,36,36,36,60,66,126,60
970 DATA192,48,24,20,02,231,231,66,144,83,36,24,127,168,36,66,1,1,3,3,5,10,246,1
20
980 DATA0,102,24,126,165,165,231,126,160,112,240,120,60,12,6,1
990 DATA60,24,60,66,123,255,126,60,126,129,188,164,188,160,129,126,999
READY.
1 REM TURNIP TURMOIL CLIFF ASHFORD PROGRAMS 5/3/83
10 POKE36869,255:DIMCX(9),CY(9):DX=0:DY=1:L=9:POKE36878,15
20 X=10:Y=11:FORI=0TO9:CX(I)=X:CY(I)=Y:Y=Y-1:NEXT:H=3
30 PRINT"■■■   TURNIP TURMOIL■■ L      ■D■@@@@@@@@@@@@@@@@  "
40 PRINT"■■U=UP■■■■■■■■■H=DOWN■■■■■H=LEFT■■■■■■J=RIGHT":PRINT"■■ANY OTHER KEY TO
 PAUSEPROGRAM!"
60 PRINT"■■■=10 POINTS":PRINT"■■H■=50 POINTS"
65 PRINT"■■K■=500 POINTS":PRINT"■■J■:LOSE 2 SEGMENTS■ ■   ■■I■:LOSE 5 SEGMENTS"
70 PRINT"■■INPUT DIFFICULTY LEVEL■(1-20)":INPUTDF
75 IFDF>20ORDF<1ORDF<>INT(DF)THENRUN
80 PRINT"■■HIT A KEY";:POKE198,0:WAIT198,1:POKE198,0:PRINT"■":POKE36879,157
85 FORI=1TO70-(DF*3):RX=INT(RND(1)*21):RY=INT(RND(1)*21)+1
86 POKE38400+RX+22*RY,4:POKE7680+RX+22*RY,9:NEXT
90 POKE7680+CX(0)+22*CY(0),H:FORI=1TO9:POKE7680+CX(I)+22*CY(I),1
95 POKE38400+CX(I)+22*CY(I),5:NEXT:GOSUB900
100 J=PEEK(197):IFJ=51ANDPEEK(7680+CX(0)+22*(CY(0)-1))>1THENDY=-1:DX=0:H=5:GOTO1
50
110 IFJ=28ANDPEEK(7680+CX(0)+22*(CY(0)+1))>1THENDY=1:DX=0:H=3:GOTO150
120 IFJ=43ANDPEEK(7680+CX(0)-1+22*CY(0))>1THENDX=-1:DY=0:H=4:GOTO150
130 IFJ=20ANDPEEK(7680+CX(0)+1+22*CY(0))>1THENDX=+1:DY=0:H=2:GOTO150
140 IFJ<>51ANDJ<>28ANDJ<>20ANDJ<>43ANDJ<>64THENGOSUB900
150 IFH=2ORH=4THENC2=0:GOTO160
155 C2=1
160 IFCX(0)+DX>21ORCX(0)+DX<0ORCY(0)+DY<1ORCY(0)+DY>22THENGOTO800
170 IFRND(1)<.4ANDSP=0THENGOSUB300
180 IFPEEK(7680+CX(0)+DX+22*(CY(0)+DY))<>32THENGOSUB500:PRINT"■"SC
190 IFBT=20THENBT=0:TR=2:TI$="000000":POKE36879,237
192 IFTR=2ANDVAL(TI$)>30THENTR=0:POKE36879,157:PRINT"■"TAB(10)"            "
199 IFL<1THEN800
200 POKE7680+CX(L)+22*CY(L),32:FORI=LTO1STEP-1:CX(I)=CX(I-1):CY(I)=CY(I-1):NEXT
210 CX(0)=CX(0)+DX:CY(0)=CY(0)+DY:POKE7680+CX(1)+22*CY(1),C2:POKE38400+CX(1)+22*
CY(1),5
220 POKE38400+CX(0)+22*CY(0),0:POKE7680+CX(0)+22*CY(0),H
230 IFS=1THENGOSUB400:S=0
240 IFS=2THENGOSUB410:S=0
245 IFSP=0ANDTR<2ANDRND(1)>.993THENSP=1
250 IFSP=1THENPO=INT(RND(1)*461)+7702:POKEPO,11:POKEPO+30720,1:POKE36877,251:SP=
2
255 IFSP=2THENPOKE7680+CX(L)+22*CY(L),7:POKE38400+CX(L)+22*CY(L),1:W=W+.1:IFW>1T
HENL=L-W:W=0
260 GOTO100
300 X=INT(RND(1)*22):Y=INT(RND(1)*22)+1
310 IFPEEK(7680+X+22*Y)<>32THEN300
320 IFX>CX(0)-3ANDX<CX(0)+3ANDY>CY(0)-3ANDY<CY(0)+3THEN300
330 R=RND(1):IFR<.2THENSH=6:CO=2
```

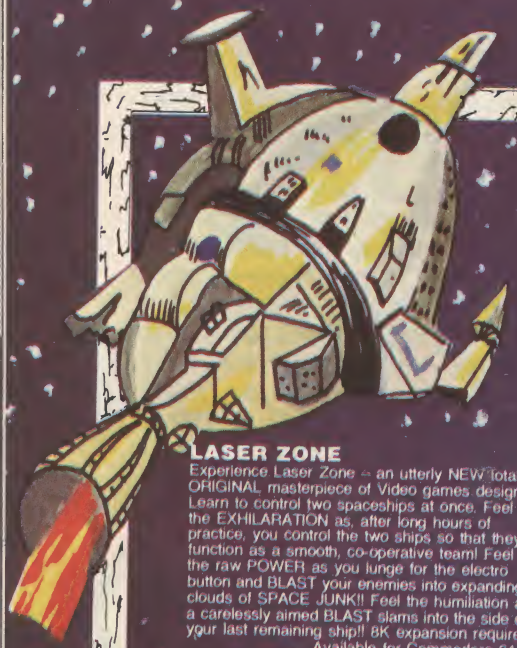
Illustration: Dorian Cross

BY CLIFF ASHFORD

RUNS ON A VIC-20 IN 3.5K

TURNIP TURMOIL

```
340 IFR>.1ANDR<.4THENSH=10:CO=2
350 IFR>.3ANDR<.5THENSH=8:CO=7
360 IFR>.4ANDR<.6THENSH=9:CO=4
365 IFR>.5THENRETURN
370 POKE38400+X+22*Y,CO:POKE7680+X+22*Y,SH:RETURN
400 FORI=130TO200STEP5:POKE36876,I:NEXT:POKE36876,0:RETURN
410 FORI=120TO200STEP2:POKE36877,I:NEXT:POKE36877,0:RETURN
500 IFTR=2THEN600
505 IFSP<>0THEN700
510 CH=PEEK(7680+CX(0)+DX+22*(CY(0)+DY))
520 IFCH=6THENSC=SC+10:P=P+.1:BT=BT+1:S=1
530 IFCH=8THENSC=SC+50:P=P+.5:BT=BT+1:S=1
540 IFCH=10ORCH<6THENL=L-2:S=2
545 IFP=>1THENL=L+INT(P):P=P-1
550 IFCH=9THENL=L-5:S=2
560 IFL<=0THEN800
565 IFL>9THENL=9
570 RETURN
600 CH=PEEK(7680+CX(0)+DX+22*(CY(0)+DY))
620 IFCH=10THENSC=SC+10:P=P+.1:S=1
630 IFCH=9THENSC=SC+50:P=P+.5:S=1
640 IFCH=6ORCH<6THENL=L-2:S=2
645 IFP=>1THENL=L+INT(P):P=P-1
650 IFCH=8THENL=L-5:S=2
660 IFL<0THEN800
665 IFL>9THENL=9
670 RETURN
700 IFPEEK(7680+CX(0)+DX+22*(CY(0)+DY))<>11THENRETURN
710 S=1:SC=SC+500:SP=0:POKE36877,0:RETURN
800 GOSUB410:POKE36879,27:PRINT"■"SC:POKE198,0:POKE36877,0
810 PRINT"■ANOTHER GO?";
820 GETZ$:IFZ$=""THEN820
830 IFZ$="Y"THENRUN
840 IFZ$="N"THENPRINT"■":POKE36869,240:END
850 GOTO820
900 BL$=TI$:FORNN=1TO500:NEXT:POKE198,0:WAIT198,1:POKE198,0:TI$=BL$:RETURN
```



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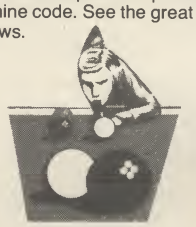
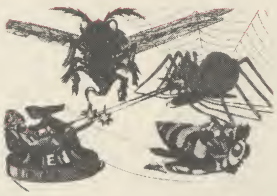


EXTERMINATOR



Definitely one of the best arcade action games around for the 64. Shoot the worm and everything else in the garden whilst avoiding the deadly spider and swooping eagle. Machine code using high resolution and Sprite graphics with excellent sound. Beware, it's very addictive.

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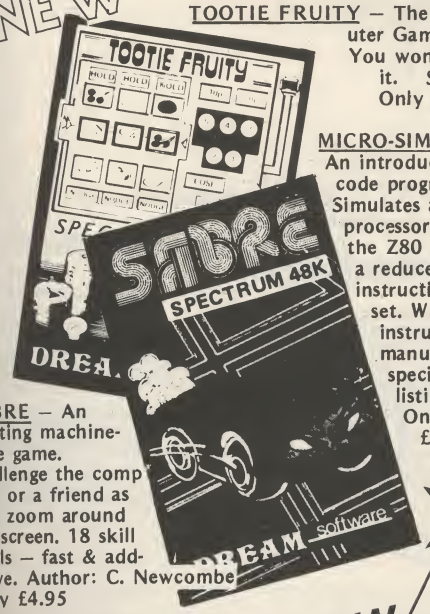

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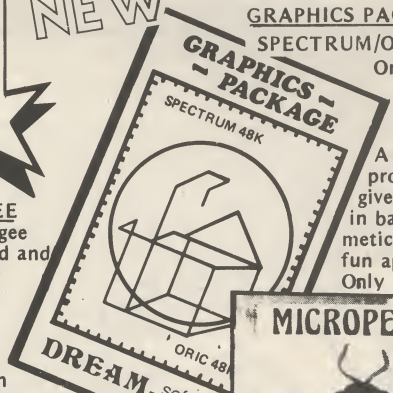

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An alien armada of heavily armed starships hangs in Earth's atmosphere, awaiting the order to unleash their awesome power to destroy the planet! All Earth's defences have been destroyed in a cataclysmic war.

Now all the survivors of the war are attempting to flee the doomed Earth in shuttle craft, their destination the last remaining well defended Earth space station. The shuttles are protected by a device which jams all the aliens scanners — so they will be invisible to alien eyes. But the pilots still have to be skilful enough to guide the shuttles between the alien attackers ringing the planet. Can you steer the shuttles to safety?

Control keys: 5—move left, 8—move right, 6—hover. You get 100 points for each successful escape and lose 50 points each time you crash.

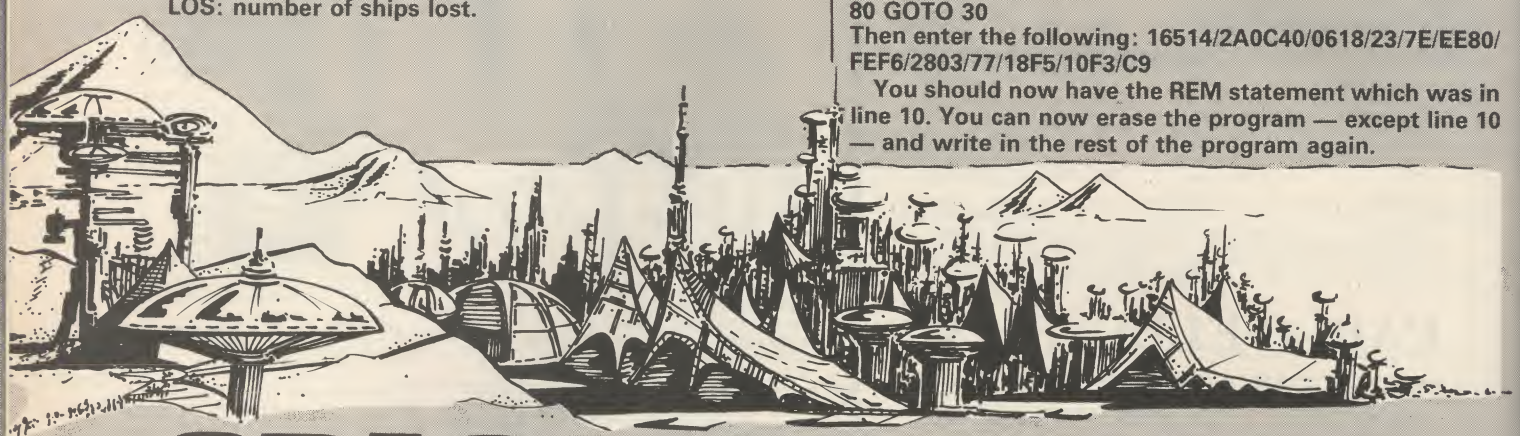
Variables:
MAX: maximum score.
ES: number of ships escaped.
LOS: number of ships lost.
UNL: number of unlaunched ships.
W, X, Y, Z, R, S, T: position of invaders.
Q: position of earth shuttle in display file.
P: direction of invaders (P = −1 to move left, P= +1 to move right)
LO: peek to see if earth shuttle has crashed. SC: score.

To test the machine code — write lines 10 and 15 first and then RUN. If the screen has not inverted then the program could have crashed. If this is so, start again with the following hex loader.

```
10 REM (30 M's)
16 INPUT X
20 LET A$= " "
30 IF A$ = " " THEN INPUT A$
40 IF A$ = "S" THEN STOP
50 POKE X, 16*CODE A$+CODE A$(2) — 476
60 LET X =X+1
70 LET A$=A$(3 TO)
80 GOTO 30
```

Then enter the following: 16514/2A0C40/0618/23/7E/EE80/FEF6/2803/77/18F5/10F3/C9

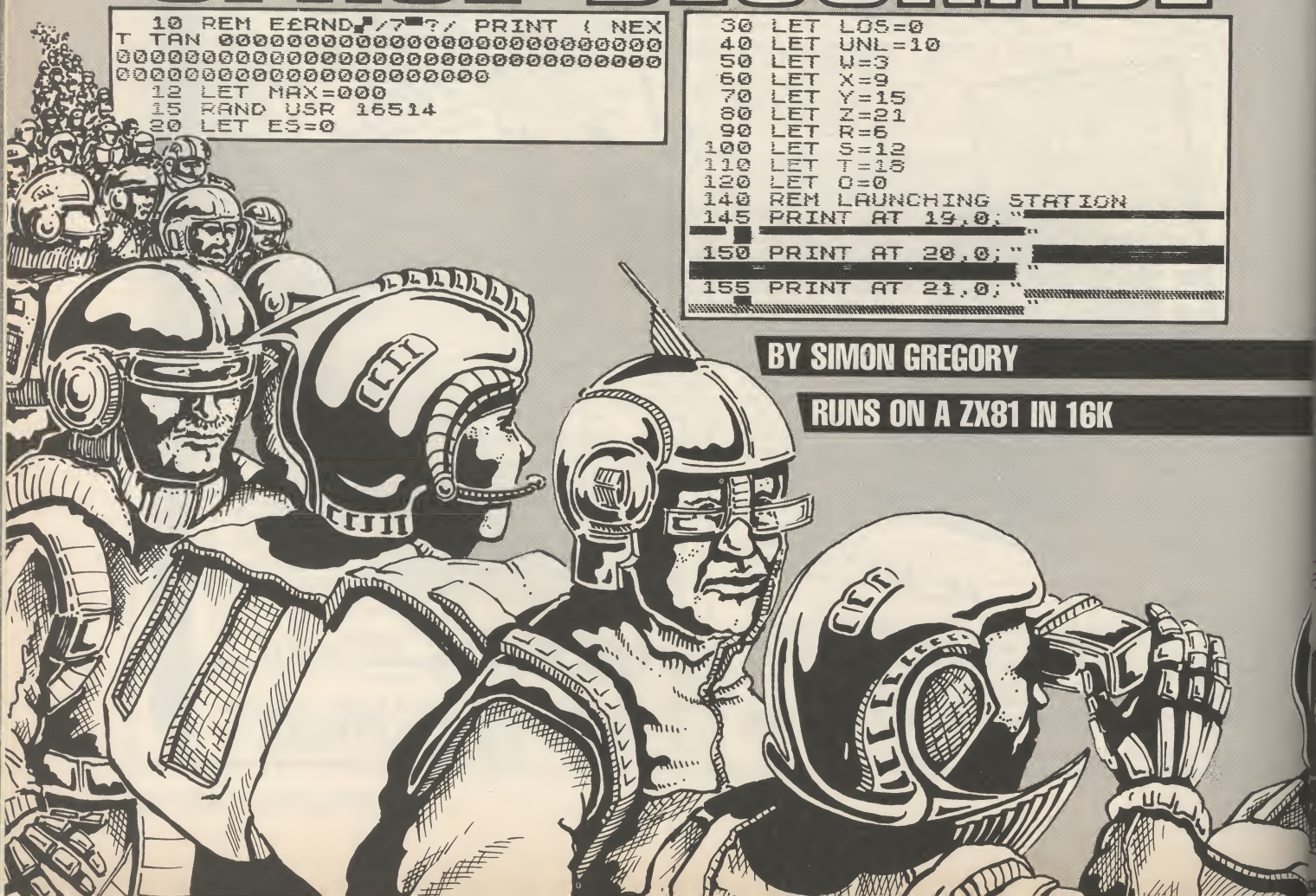
You should now have the REM statement which was in line 10. You can now erase the program — except line 10 — and write in the rest of the program again.



SPACE BLOCKADE

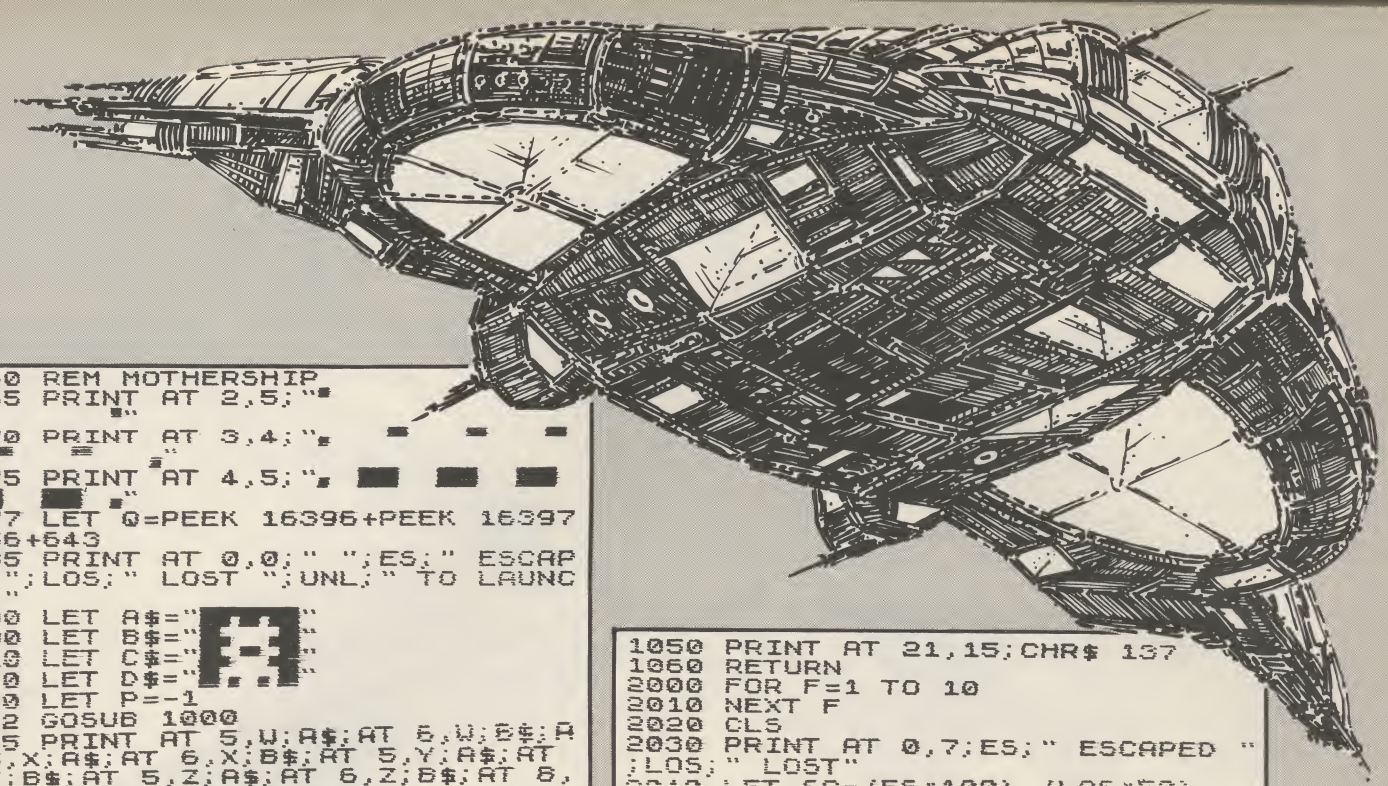
```
  10 REM E£RND▞/7▀?/ PRINT ( NEX
T TAN 0000000000000000000000000000
0000000000000000000000000000000000
00000000000000000000000
  12 LET MAX=000
  15 RAND USR 16514
  20 LET ES=0
```

```
  30 LET LOS=0
  40 LET UNL=10
  50 LET W=3
  60 LET X=9
  70 LET Y=15
  80 LET Z=21
  90 LET R=6
 100 LET S=12
 110 LET T=18
 120 LET Q=0
 140 REM LAUNCHING STATION
 145 PRINT AT 19,0;"
 150 PRINT AT 20,0;"
 155 PRINT AT 21,0;"
```



BY SIMON GREGORY

RUNS ON A ZX81 IN 16K



```
 160 REM MOTHERSHIP
 165 PRINT AT 2,5;"
     "
 170 PRINT AT 3,4;"
   "
 175 PRINT AT 4,5;"
   "
 177 LET Q=PEEK 16396+PEEK 16397
*256+643
 185 PRINT AT 0,0;" ";ES;" ESCAP
ED ";LOS;" LOST ";UNL;" TO LAUNC
H  "
 190 LET A$="
 200 LET B$="
 210 LET C$="
 220 LET D$="
 230 LET P=-1
 232 GOSUB 1000
 235 PRINT AT 5,W;A$;AT 6,W;B$;A
T 5,X;A$;AT 6,X;B$;AT 5,Y;A$;AT
6,Y;B$;AT 5,Z;A$;AT 6,Z;B$;AT 8,
R;C$;AT 9,R;D$;AT 8,S;C$;AT 9,S;
D$;AT 8,T;C$;AT 9,T;D$
 300 LET W=W+P
 310 LET X=X+P
 320 LET Y=Y+P
 330 LET Z=Z+P
 340 LET R=R+P
 350 LET S=S+P
 360 LET T=T+P
 365 IF Z=26 THEN LET O=1
 370 IF O=1 THEN LET P=-1
 375 IF W=1 THEN LET O=0
 380 IF O=0 THEN LET P=1
 400 IF INKEY$<>"8" THEN GOTO 41
0
 402 POKE Q,128
 404 LET Q=Q+1
 406 POKE Q,166
 410 IF INKEY$<>"5" THEN GOTO 42
0
 412 POKE Q,128
 414 LET Q=Q-1
 416 POKE Q,166
 420 IF INKEY$<>"6" THEN GOTO 43
0
 422 POKE Q,166
 425 GOTO 235
 430 POKE Q,128
 432 LET Q=Q-33
 434 POKE Q,166
 436 LET LO=PEEK (Q-33)
 438 IF LO=128 THEN GOTO 235
 439 IF LO=1 OR LO=2 THEN GOSUB
4000
 440 IF LO<>128 AND LO<>1 AND LO
<>2 THEN GOSUB 3000
 445 IF UNL=0 THEN GOTO 2000
 450 GOTO 177
 500 STOP
1000 PRINT AT 20,15;"";AT 21,15
;"";AT 20,15;"
1010 POKE Q,166
1020 PRINT AT 20,4;"PRESS ";AT
20,19;"FOR LAUNCH"
1030 IF INKEY$<>"L" THEN GOTO 10
30
1040 PRINT AT 20,4;"
                    "
1045 LET UNL=UNL-1
1047 PRINT AT 0,0;" ";ES;" ESCAP
ED ";LOS;" LOST ";UNL;" TO LAUNC
H  "
```

```
1050 PRINT AT 21,15;CHR$ 137
1060 RETURN
2000 FOR F=1 TO 10
2010 NEXT F
2020 CLS
2030 PRINT AT 0,7;ES;" ESCAPED "
;LOS;" LOST"
2040 LET SC=(ES*100)-(LOS*50)
2050 PRINT
2060 PRINT AT 2,6;"YOUR SCORE WA
S ";SC
2065 IF SC>750 THEN LET SC=SC+20
0
2067 IF SC>750 THEN PRINT AT 4,6
;"+ 200 BONUS POINTS"
2070 IF SC>MAX THEN GOTO 2100
2080 PRINT AT 10,7;"HI SCORE:";M
AX;"-";I$
2081 FOR F=1 TO 100
2082 NEXT F
2083 CLS
2084 PRINT AT 0,0;"       YOURS
  HI SCORE  "
2085 PRINT AT 1,0;"        ";SC;A
T 1,16;MAX;"-";I$
2090 PRINT AT 12,6;"ANOTHER GAME
(Y/N)?"
2092 IF INKEY$<>"Y" AND INKEY$<>
"N" THEN GOTO 2092
2093 IF INKEY$="N" THEN STOP
2094 CLS
2096 GOTO 15
2100 LET MAX=SC
2102 PRINT AT 10,2;"YOU HAVE THE
 MOST POINTS:";MAX
2105 PRINT AT 11,4;"INPUT YOUR I
NITIALS"
2110 INPUT I$
2120 IF LEN I$<>2 THEN GOTO 2110
2130 CLS
2140 PRINT AT 9,6;"HI SCORE:";MA
X;"-";I$
2150 IF INKEY$<>"S" THEN GOTO 21
50
2155 CLS
2160 GOTO 15
3000 REM EXPLOSION
3010 FOR F=1 TO 6
3020 RAND USR 16514
3030 NEXT F
3040 POKE Q,128
3050 LET LOS=LOS+1
3070 IF UNL>0 THEN GOTO 177
3080 GOSUB 2000
4000 REM SAFETY
4010 POKE Q,166
4020 LET ES=ES+1
4030 PRINT AT 0,0;" ";ES;" ESCAP
ED ";LOS;" LOST ";UNL;" TO LAUNC
H  "
4040 RETURN
4999 STOP
5000 REM LOADER
5010 INPUT K
5020 LET A$=""
5030 IF A$="" THEN INPUT A$
5040 IF A$="S" THEN STOP
5050 POKE K,16*CODE A$+CODE A$(2
)-476
5060 LET K=K+1
5070 LET A$=A$(3 TO )
5080 GOTO 5030
```

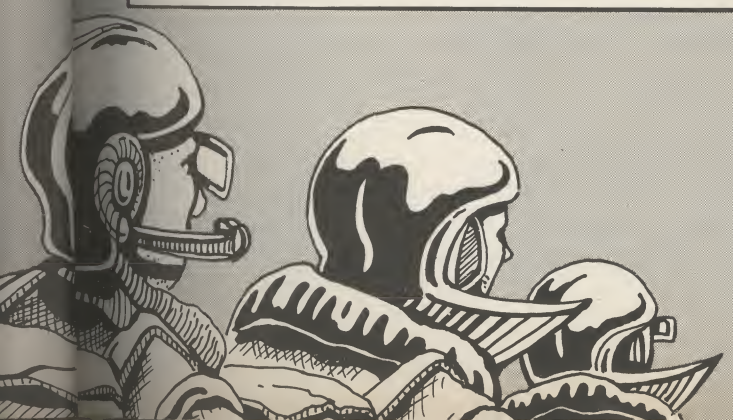
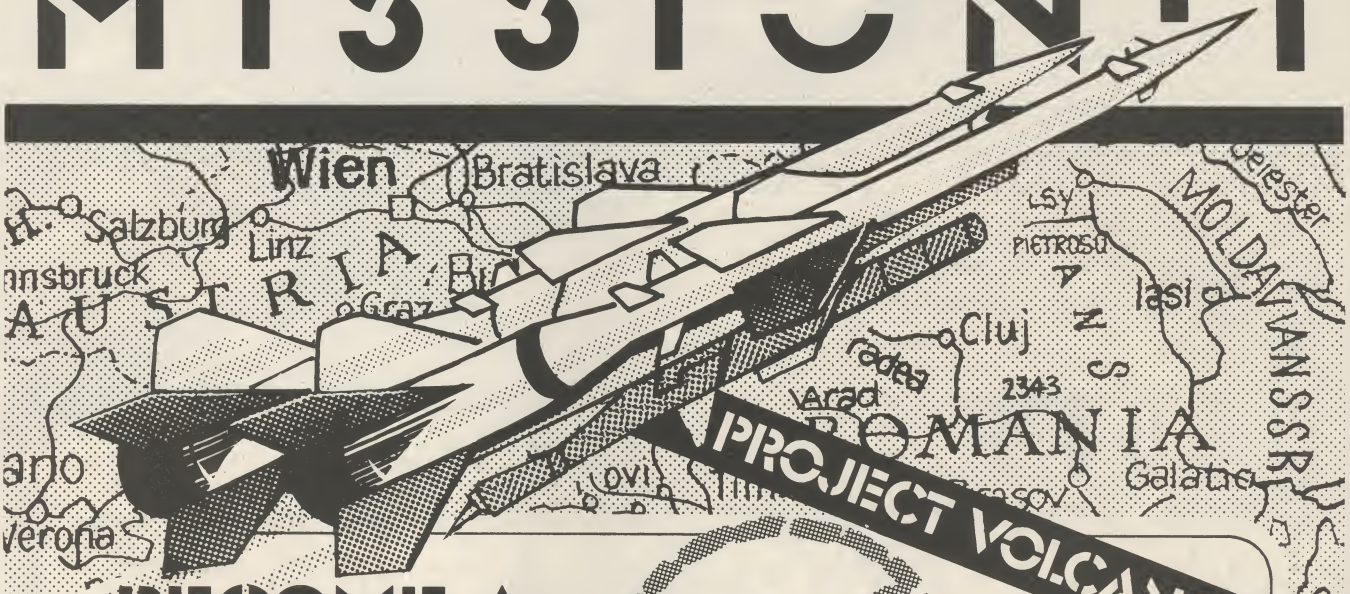


Illustration: Dorian Cross

MISSION-1



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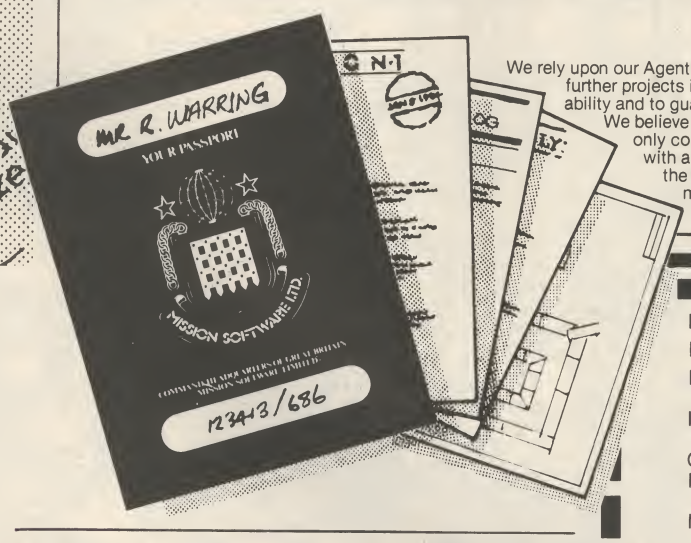

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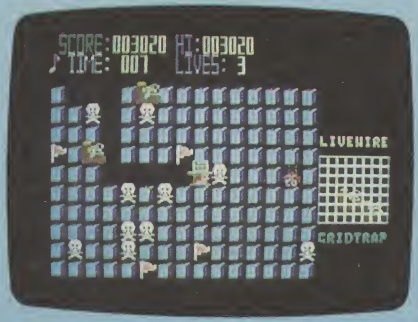

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BY JEFF MINTER

ROX 64

RUNS ON A COMMODORE 64

```
9 REM ***BLACK SCREEN+ LIMIT MEMORY***
10 POKE53280,0:POKE53281,0:POKE56,48:CLR
19 REM***SPRITE BASES***
20 FORX=0TO6:S(X)=192+X:NEXT X:V=53248
25 DIMSC$(10),SC(10):FORX=1TO10:SC$(X)="***■ROX▙64■***":SC(X)=0:NEXT X
30 FORX=S(0)*64TOS(6)*64+64:POKEX,0:NEXTX
35 REM***MOTHERSHIP***
36 FORX=0TO50:READA:POKES(1)*64+6+X,A:NEXT X:POKE2041,S(1)
37 DATA64,20,1,16,170,4,11,255,224,21,85,88,148,0,22,144,0,6,144,0,6,144,0,6
38 DATA144,0,6,144,0,6,159,255,246,4,0,16,4,0,16,16,0,4,16,0,4,64,0,1,64,0,1
39 REM***DEFINE SPRITE #0***
40 FORX=0TO7:READA:POKES(0)*64+25+X*3,A:NEXT X
45 DATA24,62,124,255,254,126,94,8
49 REM***SPRITE #1***
50 FORX=0TO56:READA:POKES(6)*64+X,A:NEXT X:POKE2046,S(6)
55 DATA2,0,0,2,0,0,2,0,0,20,0,0,8,16,0,20,255,0,226,0,128,4,124,64
56 DATA5,66,64,4,66,64,2,66,128,1,67,0,2,254,128,4,56,64,8,40,32,16,56,16
```

Program notes

The program is written entirely in Basic and shows how easy it is to use the sprite and sound synthesis features of the Commodore 64.

The program contains comment lines which may be excluded. Please note that if a reversed-graphic symbol appears within a PRINT statement, it is either a CONTROL or COLOUR code.

The first print statement at line 5080 and the apparently empty string on line 7506 both contain the colour code generated by holding down the "Commodore" key and pressing "3". This code shows up on the screen, but does not show if listed on a Vic printer.

Illustration: John Higgins

```
57 DATA16,40,16,16,56,16,56,40,56
59 REM***SPRITE #2***
60 FORX=0TO7:READA:POKES(2)*64+25+X*3,A:NEXT X:POKE2042,S(2)
65 DATA192,224,118,56,24,20,2,0
67 FORX=0TO9:READG(X):NEXT X:DATA160,227,247,248,98,121,111,100,32,32
69 REM***SPRITE #3***
70 FORX=0TO7:READA:POKES(3)*64+25+X*3,A:NEXT X:POKE2043,S(3)
75 DATA8,20,28,28,28,28,42,8
79 REM***SPRITE #4***
80 FORX=0TO7:READA:POKES(4)*64+25+X*3,A:NEXT X:POKE2044,S(4)
85 DATA3,7,14,60,24,40,64,0
86 REM***EXPLOSION SPRITE***
87 FORX=0TO7:READA:POKES(5)*64+25+X*3,A:NEXT X:POKE2045,S(5)
88 DATA66,0,4,32,0,34,128,16
89 REM***SOUND REGISTERS***
90 VO=54296:WA=54276:AT=54277:H=54273:LO=54272:PH=54275:PL=54274:SU=54278
95 POKEVO,15:FI=0:A$="":KEY=197:POKEAT+14,32:POKESU+14,255
98 FORX=WATOWA+14STEP7:POKEX,17:POKEX,0:NEXT
99 REM***PRINT UP PLANET***
100 GOSUB20000:PRINT"□":FORX=1TO18:PRINT"▣";:NEXT
110 PRINT"▛▂▂▂
```

```
160 GOSUB5000:DF=5:CO=8:GOSUB7500
170 FORX=V+41TOV+43:POKEX,5:NEXT
180 POKEV+44,1
190 DF=DF+2:ROX=11:CO=CO-1
199 REM***ROCK INITIALISE***
200 SX=180:SY=10:POKEV,SX:POKEV+1,SY:POKEV+39,CO:HI=0:ROX=ROX-1:IFROX=0THEN8000
210 XO=RND(1):IFRND(1)<.5THENXO=-XO
220 YO=.5:S=DF:IFS>20THENS=20
230 POKEWA,129:POKEH,200:POKELO,255:POKEVO,1:POKEV+30,0:POKEV+16,0
299 REM***MAIN MOTION LOOP***
300 SX=SX+XO*(S/3):SY=SY+YO*S
305 IFSX>255ANDHI=0THENHI=1:POKEV+16,PEEK(V+16)+1:SX=0
310 POKEV,SX:POKEV+1,SY:IFSY>190THEN1000
315 IFFITHENGOSUB6000:IFERTHEN7000
320 S=S+.3:IFS>20THENS=20
330 POKEVO,S/2
340 IF(PEEK(V+30)AND65)=65THEN10000
400 P=PEEK(KEY):IFP<>64THEN3000
410 IF FITHENGOSUB6000:IFERTHEN7000
500 GOTO300
999 REM***DO IMPACT SURFACE***
1000 T=SX+256*HI:SP=INT(T/8)-2:POKEV,0:POKEV+1,0:POKEV+16,0:POKEVO,15:POKEH,1
1010 POKEWA+14,0:FI=0:POKERY,0:FORZ=1TORND(1)*4:DA=DA-1:IFDA=0THEN12000
1016 GOSUB7500
1020 FORX=1TO10:POKEV+17,26:FORD=1TO10:NEXT:POKEV+17,27:POKEVO,15-(X/2)
1030 FORD=1TO10:NEXTD,X
1040 Q=1784+SP:P=PEEK(Q):IFP=32THENQ=1824+SP:P=PEEK(Q):POKEWA,0
1050 GR=0:FORX=0TO9:IFP=G(X)THENGR=X:X=10
```

METEORS

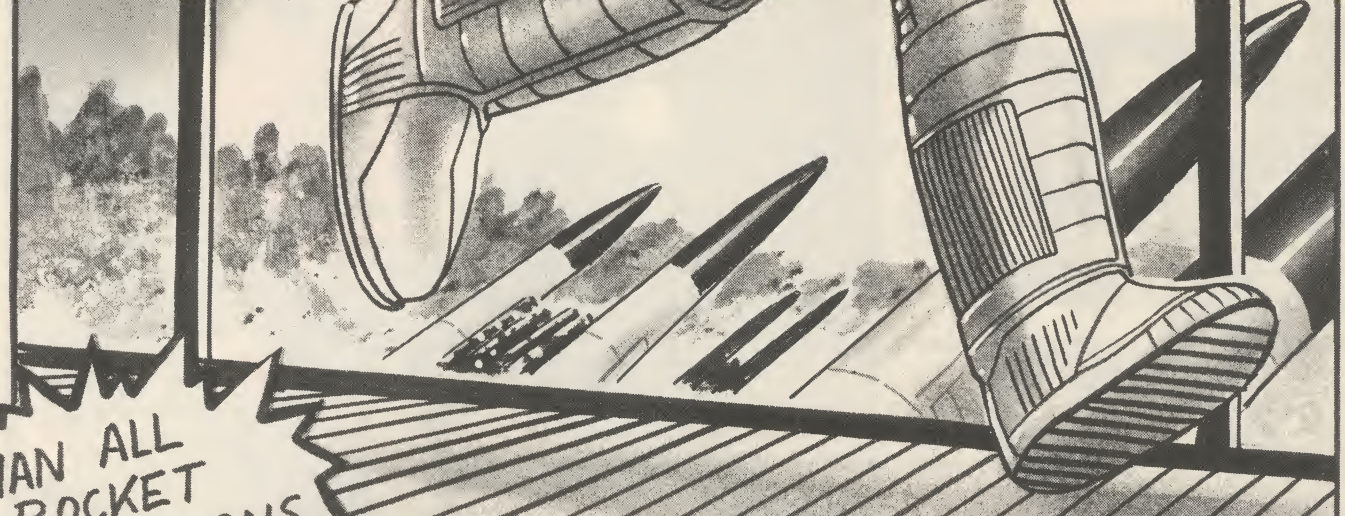
```
1060 NEXT X:POKEQ,G(GR+1):NEXT Z
1100 GOTO200
2999 REM***ACTION FOR KEYS***
3000 IFFITHEN4000
3005 IFP<>31ANDP<>28ANDP<>39THEN4000
3010 IFP<>31THEN3100
3020 MX=164:MY=170:RX=V+4:RY=V+5:XC=-1:N=4:GOTO3500
3100 IFP<>28THEN3200
3110 MX=164:MY=170:RX=V+6:RY=V+7:XC=0:N=8:GOTO3500
3200 IFP<>39THEN4000
3210 MX=164:MY=170:RX=V+8:RY=V+9:XC=1:N=16
3500 FORX=V+4TOV+9:POKEX,0:NEXT:POKERX,MX:POKERY,MY:H2=0:N=N+1
3505 POKEWA+14,129:POKEH+14,255-MY
3510 FI=1:GOTO410
4000 IFP=10THEN4500
4002 IFP=41THEN4700
4005 IFP<>60ORPA=0THEN410
4006 PA=PA-1:POKEWA,19:POKEVO,15:MX=SX:MY=SY
4010 FORX=1TO30:POKE53281,3:POKEH,29:POKE53281,0:POKEH,200:NEXT:GOSUB7500
4020 GOTO7000
4499 REM***ABORT MISSION***
4500 POKEV+21,64:POKEWA,129:POKEWA+7,0:POKEWA+14,0:POKEVO,0
4505 PRINT"***  M I S S I O N     A B O R T E D ***"
4510 FORX=1TO15STEP.3:POKEVO,X:YY=YY-.05*X:POKEV+13,YY:NEXT X
4520 POKEWA,17:POKEWA+7,17:POKEH,32:POKEH+7,33:POKELO,YY:POKELO+7,YY+10
4530 YY=YY-.75:POKEV+13,YY:POKEH,255-YY:POKEH+7,249-YY:IFYY>6THEN4530
4540 GOTO11000
4699 REM***PAUSE FEATURE***
4700 PRINT"■    *** PAUSE MODE - 'P' TO RESTART ***"
```

The planet looked peaceful as the exploration team climbed slowly down from EXPO-32, part of the survey fleet sent out to explore far flung sectors of the galaxy. The equipment was quickly set up and the various experiments began. Suddenly the peaceful scene was shattered by a warning alarm from the spacecraft. Meteors! A huge shower heading directly for the exploration team. Will the explorers manage to fight off the rock shower and survive until the mother-ship comes to their aid? Play on!

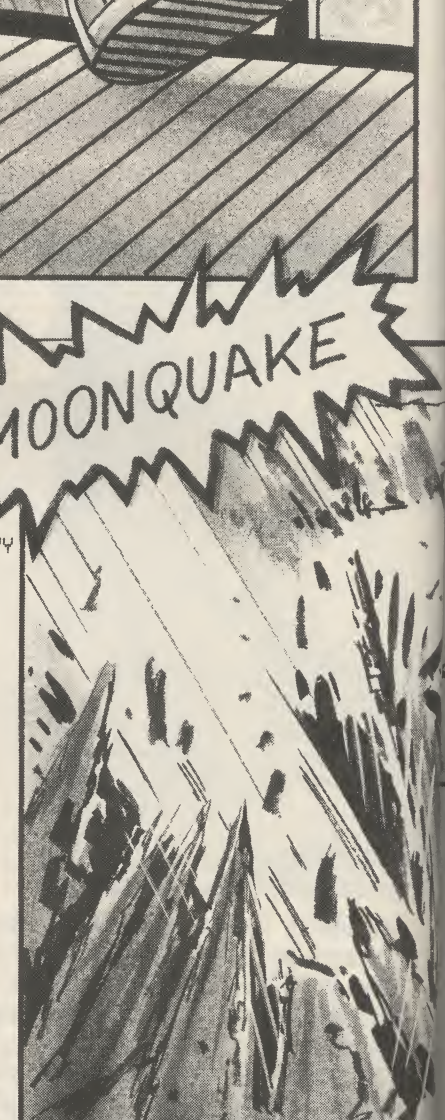
The meteors come in waves — 10 meteors to each wave. If you survive six waves, the mother-ship appears and collects the exploration team — departing impressively! You can only have one rocket on screen at a time. The "V" key fires a rocket angled toward the left, the "N" key fires rockets to the right, the "B" key fires one rocket vertically. You are also armed with three PANIC destructors which destroy rocks anywhere on the screen. These are activated by pressing the Space key. You may abort your mission by pressing "A" — but use this only as a last resort when destruction is inevitable.

Scoring: You get 100 × the wave number for shooting a meteor, a bonus at the end of each wave, a 5000 bonus for not being blown up, a 5000 bonus for being picked up by the mother-ship and an accuracy bonus depending on the number of rocks destroyed. The top ten scorers are featured in a Hall of Fame.

PANIC




```
4705 POKE53281,1:IFPEEK(KEY)<>64THEN4700
4710 IFPEEK(KEY)<>41THEN4710
4715 IFPEEK(KEY)<>64THEN4715
4720 POKE53281,0:PRINT"                                                    ":GOTO410
4999 REM***LEM DISPLAY***
5000 POKEAT,32:POKESU,255:POKEAT+7,32:POKESU+7,255:POKEH,17:POKELO,3
5001 POKEVO,15:POKEWA,17:POKEWA+7,17
5002 POKEH+7,16
5005 POKELO+7,3:POKEPH,8:POKEPL,8
5010 YY=3:L=S(6)*64+13:POKEV+12,168
5020 POKEL,16:POKEL-3,16:FORX=1TO8:YY=YY+.3:POKEV+13,YY:POKELO,YY:POKELO+7,YY
5025 NEXTX
5030 GOSUB5500:IFYY>175THEN5060
5040 POKEL,0:POKEL-3,0:FORX=1TO8:YY=YY+.3:POKEV+13,YY:POKELO,YY:POKELO+7,YY
5050 NEXT X:GOTO5020
5060 PRINT"        RETRO THRUSTERS FIRING...        ";
5062 POKEWA,129:POKEWA+7,129:POKEH,7:FORX=15TO1STEP-.08:POKEVO,X:GOSUB5500
5065 YY=YY+.04:POKEV+13,YY:NEXT X
5067 PRINT"     *** PLANETFALL SUCCESSFUL ***      ";
5070 POKEWA,17:POKEWA+7,0
5080 POKEVO,15:FORX=1TO5:PRINT"                    ":POKEH,20:FORDL=1TO100:NEXT
5090 PRINT"                    ":POKEH,0:FORDL=1TO100:NEXT:NEXT
5100 PRINT"                    "
5110 FORDL=1TO1000:NEXT:PRINT"  METEOR SHOWER... MAN ALL ROCKET STATIONS";
5115 POKEWA,17:FORX=1TO9:POKE53281,X:FORZ=0TO40STEP.5
5120 POKEH,Z:NEXT Z:NEXT X:POKE53281,0
5200 PRINT"                                                    ";:RETURN
5500 PRINT"    ALTITUDE  ";185-INT(YY);"  "
5510 RETURN
5999 REM***MOVE MY ROCKET***
6000 MX=MX+XC*8:IFMX>255THENMX=MX-255:POKEV+16,PEEK(V+16)+16
6010 MY=MY-8:IFMY<50THENPOKERY,0:FI=0:POKEWA+14,0:RETURN
6020 POKERX,MX:POKERY,MY:ER=0:POKEH+14,255-MY:POKEVO,15
6025 IF(PEEK(V+30)ANDN)=NTHEN6200
6100 RETURN
```



```
6200 ER=1:POKEWA+14,0:PT=PT+AW*100:GOTO7500
6999 REM***DO AN EXPLOSION***
7000 POKEH,6:POKEVO,15:POKEV+1,0:POKERY,0:NH=NH+1:POKEWA,129
7005 IFHI=1THENPOKEV+16,32
7010 FORX=15TO0STEP-.3:POKEV+10,SX:POKEV+11,SY:POKEVO,X:POKEV+29,32:POKEV+23,32
7020 POKEV+10,SX:POKEV+11,SY+4:POKEVO,X:POKEV+29,0:POKEV+23,0:NEXT X
7030 POKEV+11,0:FI=0:GOTO200
7499 REM***STATUS***
7500 PRINT"                    SCORE:";PT;"    PANICS:";PA;"  ";
7505 PRINT"   HIGH:";SC(1)
7506 C$="":IFDA<10THENC$=""
7507 X=FRE(0):REM AVOIDS GARBAGE COLLECTION
7508 IFDA=0THENPRINT"          ":RETURN
7510 PRINT"  DAMAGE:";C$;:FORX=1TODA:PRINT"";:NEXT X:PRINT" ";:RETURN
```